



**Exam Code:** 9A0-064

**Exam Name:** Adobe Flash Lite 2.0 Mobile Developer  
Exam

**Vendor:** Adobe

**Version:** DEMO

## Part: A

1: After creating a custom button named "mybutton" on the Stage, a yellow outline around the button appears when it is selected. How can this be disabled?

- A. `_focusrect = false;`
- B. `_focus = false;`
- C. `focusrect = false;`
- D. `mybutton._focusrect = false;`
- E. `mybutton.focusrect = false;`
- F. `fscommand( "setFocusRect", "false" );`
- G. `fscommand2( "setFocusRect", "false" );`

**Correct Answers: A**

2: Which version of Flash Lite best supports right to left rendering of text, in Text fields using languages such as Arabic and Hebrew?

- A. Flash Lite 1.1
- B. Flash Lite 2.0
- C. Flash Lite 2.1
- D. Text Fields in Flash Lite do NOT support right to left rendering of text

**Correct Answers: C**

3: When a button receives focus, how is the outline surrounding the button defined?

- A. bounding box of the button's visible keyframes
- B. exact shape of the contents in the "hit" keyframe
- C. exact shape of the contents in the "up" keyframe
- D. bounding box of the contents in the "hit" keyframe

**Correct Answers: D**

4: When sending an MMS message from Flash Lite how is an image attached?

- A. Using the Image class
- B. Using the `getURL()` method
- C. Using the `loadMovie()` method
- D. The user must attach the image manually

**Correct Answers: D**

5: On the BREW platform, Flash Lite is able to access the SMS system of the phone. How is the message sent?

- A. The SMS message is sent as an email message.
- B. Flash Lite is not able to send SMS messages from BREW.
- C. The SMS system is started and prefilled but the user must still click send.
- D. The SMS message is sent silently from the Flash Lite player, without any additional user interaction.

**Correct Answers: D**

6: What are device fonts? (Choose two.)

- A.arial
- B.\_arial
- C.sans
- D.\_times
- E.\_tahoma
- F.\_typewriter
- G.sans

**Correct Answers: C F**

7: What method of code looping offers the best performance for Flash Lite?

- A.a 'for' loop
- B.a 'while' loop
- C.a 'for...in' loop
- D.a 'timeline' loop

**Correct Answers: B**

8: What is the best and most efficient way to flip content 90 degrees and provide a landscape mode for an application?

- A.\_root.\_rotate = 90;
- B.\_root.rotation = 90;
- C.tellTarget( " " ) { \_rotation = 90; }
- D.fscommand2( "setDisplayMode", "portrait" );
- E.fscommand2( "setDisplayMode", "landscape", 90 );
- F.enclose everything in a movieclip and then apply \_rotation = 90;

**Correct Answers: F**

9: Which sound features are supported for creating wallpapers in Flash Lite 2?

- A.All of the above
- B.The sound object
- C.None of the above
- D.Timeline based Sound

**Correct Answers: C**

10: Which two does the Sound object allow on a mobile device? (Choose two.)

- A.Control the volume of a sound
- B.Delete portions of a sound clip.
- C.Control the envelope of a sound
- D.Alter the sampling rate of a sound
- E.Set the left right balance of a sound

**Correct Answers: A E**

11: In what form are the types of video (VideoMimeTypes) a device supports returned?

- A.As a String

- B.As an Array
- C.As an Object
- D.As a numeric code

**Correct Answers: B**

12: An XMLSocket() would be BEST suited for

- A.An application where the data source rarely changes.
- B.A low latency, near continuous communication application
- C.A game that only needed name value pairs for high scores.
- D.A high latency application that deals with large amounts of data.

**Correct Answers: B**

13: The childNodes property of the XMLNode object is what type of Object

- A.XML
- B.Array
- C.String
- D.Object

**Correct Answers: B**

14: What is the correct ActionScript syntax for animating a MovieClip instance, my\_mc, horizontally across the stage?

- A.my\_mc.onEnterFrame = function(){if \_y <= Stage.width{\_y+1};
- B.my\_mc.onEnterFrame = function(){if \_x <= Stage.width{\_x+1};
- C.my\_mc.onEnterFrame = function(){if \_x <= Stage.width{this.\_x++};
- D.my\_mc.onEnterFrame = function(){if \_x <= Stage.width{this.\_y++};

**Correct Answers: C**

15: Which method creates a MovieClip with the instance name of myMovie?

- A.myMovie = new MovieClip (my\_mc, 1);
- B.this.attachMovie(my\_mc, myMovie, 1)
- C.myMovie.duplicateMovieClip(my\_mc, 1);
- D.myMovie.createEmptyMovieClip(my\_mc, 1)

**Correct Answers: B**

16: What is true when using the duplicateMovieClip method?

- A.The \_visible property is set to true upon duplication
- B.A duplicated MovieClip can have a different parent than the source clip
- C.Two movie clips can exist at the same depth provided they have different instance names.
- D.A MovieClip that has a depth of 4 will appear to be in front (or on top) of a clip with a depth of 7

**Correct Answers: A**

17: In order to target as many devices as possible, for example, one device supports MIDI and another includes MFI, what is the BEST way to include multiple sound formats in a Flash Lite

SWF?

- A. Use the sound bundler
- B. Export all sound as MP3
- C. Export all sound as ADPCM
- D. Import all sounds and use the System.capabilities object to test

**Correct Answers: A**

18: Examine the following code:

```
var keyListener:Object = new Object();
keyListener.onKeyDown = function():Void
{
    // code runs if any hotspot is pressed
    trace("A hotspot was pressed!");
}
Key.addListener(keyListener);
```

In the code above, what would be known as the broadcaster?

- A. Key
- B. keyListener
- C. onKeyDown
- D. None of the above

**Correct Answers: A**

19: What assigns the my\_mc MovieClip's height to the value of 100 if the variable myProperty = \_height?

- A. my\_mc.myProperty = 100;
- B. my\_mc[myProperty] = 100;
- C. my\_mc.myProperty = 100;
- D. my\_mc[myProperty] = 100;

**Correct Answers: B**

20: Where are variables that are loaded via a LoadVars object referenced?

- A. within an Array
- B. directly in a text field
- C. on the timeline where they are loaded
- D. in the properties of the LoadVars object where they are loaded

**Correct Answers: D**