



**Exam Code:** 9A0-602

**Exam Name:** Certified Macromedia Flash MX 2004

Developer Exam

**Vendor:** Adobe

**Version:** DEMO

## Part: A

1: What happens when Save and Compact is selected from the File menu?

- A.removes unused items from the library
- B.removes file space left over from deleted items
- C.reduces the FLA file size using zip compression
- D.compresses the SWF file with MX 2004 compression

**Correct Answers: B**

2: What file formats can be loaded into a Flash MX 2004 movie dynamically at runtime?  
(Choose TWO)

- A.GIF
- B.MP3
- C.JPG
- D.BMP
- E.FLA

**Correct Answers: B C**

3: What CANNOT load external Flash video files into the Flash Player?

- A.ActionScript 1
- B.ActionScript 2
- C.loadMovie method
- D.Media Playback component

**Correct Answers: C**

4: Onstage there is one movie clip with an instance name "myClip" and one button instance (not a component) with an instance name "myButton". The "myButton" button has the following coding.  
on(press) { this.\_alpha=10; }

When testing the movie, what happens when the user presses the button?

- A.button turns to 10% alpha
- B.button and the clip turn to 10% alpha
- C.nothing happens because there's a script error
- D.nothing happens because no object is addressed

**Correct Answers: B**

5: What tasks can be accomplished using the Project panel?

- A.manage several Flash projects at the same time
- B.check-in/check-out files on a SourceSafe or FTP server
- C.merge changes from two different versions of the same document
- D.read and edit project notes that are shared among developers on the project

**Correct Answers: B**

6: What does the "this" keyword reference?

```
circle_mc.move = function(x, y){
```

```
    this._x = x;
    this._y = y;
};
A.circle_mc
B.move function x and y
C.timeline on which circle_mc resides
D.parent timeline of the circle_mc instance
```

**Correct Answers: A**

7: "dynClipName" is a dynamic variable with a string value of "mcCircle". What correctly targets a movie clip instance named mcCircle and assigns a value of 25 to its \_x property?

```
A.this.dynClipName._x = 25;
B.this[dynClipName]._x = 25;
C.this.[dynClipName]._x = 25;
D.this(dynClipName)._x = 25;
E.this.(dynClipName)._x = 25;
```

**Correct Answers: B**

8: What code is inserted on the first frame of a Flash document to make sure that \_root references work properly when the movie is loaded into a parent movie?

```
A._root = this;
B.this.enabled = true;
C.this._lockroot = true;
D.this.rootlocked = true;
```

**Correct Answers: C**

9: If a movie clip on the main Timeline has 10 frames, what is the minimum number of frames needed in the main Timeline so the embedded movie clip plays through completely?

```
A.1
B.2
C.10
D.11
```

**Correct Answers: A**

10: What are examples of absolute target paths? (Choose TWO)

```
A.mcCircle
B.this.mcCircle
C._root.mcCircle
D._level0.mcCircle
E.this._parent.mcCircle
```

**Correct Answers: C D**

11: What type of animation is NOT available for a shape until it is converted into a symbol?

```
A.onion skinning
```

- B.shape tweening
- C.motion tweening
- D.frame-by-frame animation

**Correct Answers: C**

12: ActionScript works on a keyframe in what type of object?

- A.Button
- B.Group
- C.Graphic
- D.MovieClip

**Correct Answers: D**

13: What symbols or objects CANNOT have Timeline effects applied to them?

- A.text
- B.sound
- C.bitmap images
- D.button symbols

**Correct Answers: B**

14: What is the value of the variable "i " when traced below?

```
i = 0;
function runLoop(){
    for(var i=0;i<10;i++){
        }
    }
runLoop();
trace(i);
```

- A.0
- B.1
- C.9
- D.10

**Correct Answers: A**

15: A movie clip with an instance name of colorChip resides on the main Timeline of a movie. What ActionScript is added to the main Timeline to create a new Color object, named currentColor, to control the color of the colorChip MovieClip?

- A.currentColor.add = Color.colorChip;
- B.colorChip = new Color(currentColor);
- C.currentColor = new Color(colorChip);
- D.make Color (colorChip.currentColor);

**Correct Answers: C**

16: What is the value of "myValue"?

```
var myValue = Math.ceil(54.22);
```

- A.54
- B.55
- C.54.2
- D.54.3

**Correct Answers: B**

17: What property of the TextField class is used to define the text in a text field?

- A.myTextField.txt
- B.myTextField.text
- C.myTextField.variable
- D.text boxes cannot have instance names

**Correct Answers: B**

18: How many classes can a single class extend?

- A.0
- B.1
- C.2
- D.3
- E.4

**Correct Answers: B**

19: What does this code display in the output window?

```
var myEmployees:LoadVars = new LoadVars();  
myEmployees.Address = "275 Grove Street";  
myEmployees.fname = "Jeremy";  
trace (myEmployees.toString());
```

- A.blank output window
- B.fname=Jeremy&Address=275%20Grove%20Street
- C.&fname=Jeremy&Address=275%20Grove%20Street&
- D.fname="Jeremy"&Address="275%20Grove%20Street"

**Correct Answers: B**

20: What is the main use of the TextSnapshot class?

- A.Allows static text in a movie clip.
- B.Outputs a list of the fonts used within the text fields of a movie clip.
- C.Captures the dynamic text used in a movie clip for export to a screen reader.
- D>Returns text measurement information (width, height, kerning, etc.) for specified text strings within a movie clip.

**Correct Answers: A**