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Flash Lite 1.1 Mobile Developer Certification Exam: 9A0-901 Exam

9A0-901 Questions & Answers

Exam Code: 9A0-901

Exam Name: Flash Lite 1.1 Mobile Developer Certification Exam

Q & A: 90 Q&As

QUESTION 1

Can a Flash Lite application play MP3 audio embedded into a SWF file MovieClip?

- A. No, Flash Lite supports only MIDI audio format.
- B. No, Flash Lite supports only MP4 audio format.
- C. Yes, Flash Lite supports any type of audio format.
- D. Yes, but only if the mobile phone supports MP3 audio format.

Answer: D

QUESTION 2

When deploying a game for use on Symbian phones with the Flash Lite 1.1 player pre-installed, what freely available tool can be used to create an installer (.sis file)?

- A. unsis.exe
- B. makesis.exe
- C. sismaker.exe
- D. mromizE. Exe

Answer: B

QUESTION 3

What file type is used to install games and applications to Symbian handsets?

- A. ZIP
- B. MSI
- C. SIS
- D. TAR

Answer: C

QUESTION 4

Can desktop Flash UI components be used in a Flash Lite application?

- A. Yes, but only AS 1.0 components.
- B. No, desktop Flash UI components cannot be used.
- C. Yes, any desktop Flash UI components can be used.
- D. Yes, but only the Button, ComboBox, CheckBox and RadioButton UI components.

Answer: B

QUESTION 5

Given the stage displayed. What is the most likely use of the selected blue box off stage if it is a button symbol?

- A. store and access configuration variables
- B. keycatcher handler for catching device keys
- C. store and access persistent data within the application
- D. used when a duplicateMovieClip is used later on in the timelineE. target and store variables issued by a loadVariables command

Answer: B

QUESTION 6

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");`

Answer: A

QUESTION 7

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

Answer: D

QUESTION 8

A button has keyframe content for its "up", "over", and "hit" keyframes. The "down" state has no keyframe. What is displayed when the user activates the button's "down" state?

- A. nothing
- B. content of the "up" keyframe
- C. content of the "hit" keyframe
- D. content of the "over" keyframe

Answer: D

QUESTION 9

What is the best method for ensuring that elements on a layer are NOT part of the published SWF file?

- A. set the layer to be a guide layer
- B. move those elements off of the stage area
- C. turn the layer to hidden in the layer properties
- D. reduce the alpha transparency of those elements to zero

Answer: A

QUESTION 10

When should a gradient be converted to a raster graphic instead of a vector for performance in Flash Lite?

- A. always
- B. when the gradient needs to look smoother
- C. when there are more than 3 colors in the gradient
- D. when the shape with the gradient fill has many points and is not a simple geometric object

Answer: A

QUESTION 11

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

Answer: B

QUESTION 12

What are possible causes of an animation playing slowly or stuttering on a target device when the animation plays fine on the developer's PC? (Choose THREE)

- A. background is a bitmap
- B. use of many timeline layers
- C. animation of a complex vector background
- D. Tweening the alpha property of a MovieClip
- E. several smaller animations play at the same time

Answer: CDE

QUESTION 13

Why use bitmap graphics in a Flash Lite application? (Choose TWO)

- A. Bitmaps scale without quality loss
- B. Bitmap background can speed up animation above it
- C. Bitmaps are much smaller in file size than vector graphics
- D. Bitmaps display complex graphics without hurting performance

Answer: BD

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