

# **Adobe**

Exam 9A0-182

Flex 4.5 ACE Exam

Version: 7.0

[ Total Questions: 96 ]

# **Question No:1**

You are creating a custom event. Which function must be overridden to ensure complete event propagation?

- A. clone()
- **B.** duplicate()
- C. Event()
- D. dispatchEvent()

**Answer: A** 

# **Question No: 2**

Which statement about using validators is true?

- A. You must directly invoke the validate method for each Validator object
- **B.** You may validate using static methods of the Validator class instead of using a Validator object
- C. A Validator object may be used for only one field
- D. You can invoke all validation tests using the validateAll method of the Validator class

**Answer: D** 

# **Question No: 3**

Which three are valid ItemRenderer implementation approaches in Flex? (Choose three.)

- A. superclass
- B. inline
- C. component
- **D.** drop-in
- E. interface

Answer: B,C,D

#### **Question No: 4**



You are creating a custom component, MyComp, based on the UIComponent class. Which statement correctly declares the MyComp class?

- A. public class MyComp extends UIComponent {}
- B. public class MyComp implements UIComponent {}
- **C.** public class UIComponent as MyComp {}
- **D.** public class MyComp base UIComponent {}

**Answer: A** 

#### **Question No:5**

You are utilizing the local database functionality. Which class is used to specify that the database is writable?

- A. SQLStatement
- **B.** SQLConnection
- C. SQLResult
- D. SQLMode

**Answer: D** 

## **Question No: 6**

Which statement about defining an ActionScript class is true?

- A. You can define multiple public classes within a single ActionScript file
- B. To add object properties at runtime, a class must be declared dynamic
- C. Class properties are bindable by default
- D. The default access modifier is protected

**Answer: B** 

#### **Question No:7**

Which statement about implementing an interface within an ActionScript class is true?

- A. You can only implement a single interface
- **B.** You may use private methods when implementing the methods within the interface
- **C.** You must implement the methods defined within the interface and any interface implemented by the first interface
- **D.** You must implement the methods defined within the interface and any interface extended by the first interface

**Answer: D** 

# **Question No:8**

You have a created a custom component called MyComp in a package assigned to the comps namespace. Which two statements could be used to create an instance of MyComp? (Choose two.)

- A. <comps:MyComp />
- B. <comps>MyComp</comps>
- **C.** var comp:comps.MyComp = new comps.MyComp();
- **D.** var comp:MyComp = new DisplayObject("comps.MyComp");
- **E.** var comp:MyComp = createClass("comps.MyComp");

Answer: A,C

#### **Question No:9**

You have created a Flex application that contains a custom component with the id of myComp. The Application class needs to be alerted whenever a private property named score is updated inside myComp. Which approach should be used to implement this functionality while maintaining encapsulation?

- **A.** myComp would dispatch a custom event when score is changed
- **B.** The Application class would bind to the score property in myComp
- **C.** The Application class would add an event listener to the control updating score in myComp
- **D.** The score property would be changed to a public property

Answer: A

# **Question No: 10**

Which property of the Group component allows you to specify which orientation its children will have?

- A. layout
- **B.** position
- C. direction
- **D.** orientation

**Answer: A** 

## **Question No: 11**

Which tag does NOT implement the Flex RPC API?

- A. RemoteObject
- **B.** Consumer
- C. HTTPService
- D. WebService

**Answer: B** 

# **Question No: 12**

Which HTTPService method call will invoke a service request?

- A. load()
- B. send()
- **C.** get()
- D. getService()

**Answer: B** 

# **Question No: 13**

You want to use a Spark item renderer. What must you do?



- A. Define a component, either externally or inline, derived from any Spark container
- B. Define a component, either externally or inline, derived from the ItemRenderer class
- C. Define an external component derived from a Spark control
- **D.** Define an inline component derived from a Spark control

**Answer: B** 

#### **Question No: 14**

Given the following code

<s:TextInput id="myTextInput" />

Which will allow you to set the content that will be displayed in the control?

- A. myTextInput.label
- B. TextInput.label
- C. myTextInput.text
- D. TextInput.text

**Answer: C** 

# **Question No: 15**

Which code correctly defines the constructor for the Circle class?

```
package
{
import flash.display.Sprite;

public class Circle extends Sprite
{
```

```
!...Code Here...!
{
super();
}
}
```

- A. private function Circle()
- **B.** public function Circle()
- C. public function Circle():void
- **D.** public Circle()

**Answer: B** 

# **Question No: 16**

You are creating a custom component in the Flex SDK. Which method should be overridden to properly draw its children?

- A. createChildren()
- **B.** invalidateDisplay()
- C. updateDisplayList()
- **D.** commitProperties()

**Answer: B** 

#### **Question No: 17**

You want to animate the x, y, and alpha properties of an object in your application. Which Spark Effect class can handle animating multiple properties?

- A. Animate
- **B.** AnimateProperty
- C. AnimateFilter
- **D.** AddAction