

Adobe

Exam 9A0-901

Flash Lite 1.1 Mobile Developer Certification Exam

Version: 6.0

[Total Questions: 108]

Topic 1, Volume A**Question No : 1 - (Topic 1)**

What is the value of myVar in the following command?

myVar =_capCompoundSound

- A. 1 if Flash Lite can process compound sound, 0 if it cannot
- B. 1 if Flash Lite can process compound sound, undefined if it cannot
- C. depends on the number of sounds the device can play simultaneously
- D. depends on the number of sounds the installed version of Flash Lite can play simultaneously

Answer: B

Question No : 2 - (Topic 1)

Given the pictured device, what labeled keys are unavailable for access from Flash Lite 1.1 content?

- A. F, D, E
- B. A, C, B
- C. E, B, A
- D. A, D, E
- E. B, F, E

Answer: A

Question No : 3 - (Topic 1)

When writing code for a "Key Catcher" button, what code snippet would listen for the right-hand soft key on the handset?

- A. `on(keyPress "<Soft2>") { }`
- B. `on(keyPress "<Right>") { }`
- C. `on(keyPress "<PageUp>") { }`

D. `on(keyPress "<PageDown>") { }`

Answer: D

Question No : 4 - (Topic 1)

What results from the following commands?

- A. test1.swf is placed on top of test2.swf
- B. test2.swf is placed on top of test1.swf
- C. test1.swf and test2.swf exist on the same level
- D. test1.swf is replaced with test2.swf on the same depth
- E. the second loadMovieNum returns a compile time error

Answer: B

Question No : 5 - (Topic 1)

What is the likely cause of a Flash Lite error 3 - "corrupt SWF data" when attempting to load sample.swf using loadMovieNum?

- A. The SWF file contains Flash 4 fscommands
- B. The SWF file was published with Flash 4 settings
- C. The SWF file was published as Flash Lite 1.1 content
- D. Optimize Flash Lite 1.1 in the Publish settings was used
- E. The SWF file was published with Flash 5 or greater settings
- F. The SWF file loaded was published as Flash Lite 1.0 content
- G. Images cannot be embedded in movies loaded with loadmovienum or loadmovie commands

Answer: E

Question No : 6 - (Topic 1)

What method CANNOT be used to transfer a Flash Lite 1.1 file to a mobile device, even if the device supports the capability?

- A. USB
- B. SMS
- C. MMS
- D. 811.a/b/g
- E. Bluetooth

Answer: B

Question No : 7 - (Topic 1)

While in emulator mode, what happens when the content type of a Flash Lite application is switched from "Standalone player" to "Wallpaper" in the device publish settings?

- A. stage size changes immediately
- B. extra code is added to the ActionScript layer
- C. frame rate of the document is adjusted to fit the new content type requirements
- D. list of available devices displays the supported devices for the new content type

Answer: D

Question No : 8 - (Topic 1)

What is the best solution to make small text readable on mobile devices?

- A. Embedding the font
- B. Usage of pixel fonts
- C. Setting the textfield rendering property to "Anti-alias for animation"
- D. Setting the textfield rendering property to "Bitmap text (no Anti-alias)"

Answer: B

Question No : 9 - (Topic 1)

What features are supported by Flash Lite 1.1? (Choose THREE)

- A. Video playback
- B. Bitmap images

- C. Flash Remoting
- D. Audio streaming
- E. Frame-based animation
- F. Input and dynamic device text

Answer: B,E,F

Question No : 10 - (Topic 1)

What is the default frame rate for Flash Lite 1.1 documents?

- A. 10
- B. 12
- C. 24
- D. 30

Answer: B

Question No : 11 - (Topic 1)

What will the following code return as a final value for the variable totalResult?

- A. 11
- B. "11"
- C. "101"
- D. empty string

Answer: C

Question No : 12 - (Topic 1)

What is the error message displayed in the output window when the line of code shown is included in a Flash Lite 1.1 application?

```
status = fscommand2( "GetNetworkStatus" );
```

- A. must export movie as Flash 5 to use this action

- B. currently targeted Flash Player does not use ActionScript 2.0
- C. currently targeted Flash Player does not support the fscommand2 action
- D. fscommand2 command is not supported in the emulator; test it on the device

Answer: D

Question No : 13 - (Topic 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 No : 14 - (Topic 1)

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 No : 15 - (Topic 1)

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

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

Answer: C

Question No : 16 - (Topic 1)

Which transmission protocol provides the fastest data transfer rate for Flash Lite?

- A. GSM
- B. GPRS
- C. CDMA-1
- D. 3G/EDGE

Answer: D

Question No : 17 - (Topic 1)

When playing a game written for the Symbian standalone Flash Lite 1.1 player, what happens to the game application when a user receives a call?

- A. Exits.
- B. Automatically pauses until the call is terminated.
- C. Carries on playing while the call is in progress.
- D. The game restarts when the call is terminated.

Answer: B

Question No : 18 - (Topic 1)

What does the file extension SIS refer to when packaging Flash Lite applications for deployment on a device?

- A. Small installation system
- B. Small information system
- C. Scalable installation system
- D. Symbian installation system
- E. Symbian information system
- F. Scalable information system

Answer: D

Question No : 19 - (Topic 1)

What unique code is used to distinguish each Symbian based application installed on a device?

- A. UID
- B. IMEI
- C. SymbianID
- D. SID
- E. SSID
- F. DeviceID

Answer: A

Question No : 20 - (Topic 1)

What does GPRS stand for in the mobile industry?

- A. General Packet Radio Services
- B. General Packet Radar Systems
- C. General Packet Radio Systems
- D. General Packet Radar Services
- E. Global Positioning Radio Services
- F. Global Positioning Radio Systems

Answer: A

Question No : 21 - (Topic 1)

What does GSM stand for in the mobile industry?

- A. Global System for Mobile
- B. Global Service for Mobile
- C. Geographic Service for Mobile
- D. Geographic System for Mobile