



[Adobe 9A0-064](#)

Exam Name: Adobe Flash Lite 2.0 Mobile Developer Exam

Q & A : 108 Q&As

Pdf Demo

Quality and Value for the 9A0-064 Exam

[Just4Exams Practice Exams](#) for Adobe Photoshop 9A0-064 are written to the highest standards of technical accuracy, using only certified subject matter experts and published authors for development.

100% Guarantee to Pass Your 9A0-064 Exam

If you do not pass the Photoshop 9A0-064 exam on your first attempt using our Just4Exams **9A0-064 testing engine and pdf study guide**, we will give you a FULL REFUND of your purchasing fee.

Downloadable, Interactive 9A0-064 Testing engines and PDF Version

Our Exam Preparation Material provides you everything you will need to take a [Photoshop certification](#) examination. Details are researched and produced by [Adobe Certification](#) Experts who are constantly using industry experience to produce precise, and logical.

Free 9A0-064 Exams:

This is demo only, this pdf do not include the questions and answers picture

Exam : Adobe 9A0-064

Title : Adobe Flash Lite 2.0 Mobile Developer Exam

1. What are device fonts? (Choose two.)

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

Answer: CF

2. 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

3. 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

Answer: A

4. 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

5. 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)

Answer: B

6. 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.

Answer: D

7. 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.

Answer: B

8. 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

Answer: C

9. The childNodes property of the XMLNode object is what type of Object

- A. XML
- B. Array

- C. String
 - D. Object
- Answer: B

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

Answer: AE

11. 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

12. 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

Answer: A

13. 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;`

Answer: F

14. 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

Answer: C

15. 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++};}`

Answer: C

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

Answer: A

17. 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

Answer: D

18. 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

Answer: B

19. 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

Answer: D

20. What assigns the my_mc MovieClipss 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;

Answer: B

More [9A0-064 Braindumps](#) Information

Related 9A0-064 Exams

9A0-094	9A0-090	9A0-096	9A0-702	9A0-088
9A0-086	9A0-066	9A0-701	9A0-064	9A0-067
9A0-084	9A0-802	9A0-060	9A0-054	9A0-038
9A0-034	9A0-310	9A0-040	9A0-055	9A0-068

Other Adobe Exams

9A0-087	9A0-090	9A0-080	9A0-034	9A0-093
9A0-061	9A0-043	9A0-045	9A0-029	9A0-310
9A0-803	9A0-055	9A0-602	9A0-085	9A0-039
9A0-802	9A0-013	9A0-068	9A0-030	9A0-017