



## [Adobe 9A0-502](#)

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

**Q & A :** 130 Q&As

***Pdf Demo***

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Exam : ADOBE 9A0-502

Title : Certified Macromedia Flash MX 2004 Designer Exam

1. What color option from the Property inspector should be selected to apply tint and alpha simultaneously to a symbol?

- A. Expert
- B. Advanced
- C. Brightness
- D. Tint / Alpha

Answer: B

2. How is a new symbol created in the Library? (Choose TWO)

- A. Select Insert > New Symbol

- B. Select Modify > Add New Symbol
- C. Select Insert > Timeline > New Symbol
- D. Click the New Symbol button on the Library panel
- E. Right or control-click on the Stage, and then choose New Symbol from the context menu

Answer: AD

3. What Color Swatches option will always display web-safe colors?

- A. Default
- B. Web 216
- C. Web 256
- D. Web Custom

Answer: B

4. Why use device fonts for Static text? (Choose TWO)

- A. embeds the font outline in SWF
- B. anti-aliases Static text by default
- C. makes SWF retrieve font from the server
- D. device fonts are more readable at smaller point sizes
- E. makes SWF retrieve font from the end user's computer

Answer: DE

5. What are Themes in Flash MX 2004?

- A. collections of common sounds libraries for composing soundtracks
- B. collections of templates for creating multi-purpose FLA documents
- C. collections of styles and skins for customizing version 2 components
- D. collection of commands for customizing the Flash IDE (Integrated Development Environment)

Answer: C

6. What technique will NOT add curvature to an existing straight-line segment?

- A. Free Transform tool with Distort option
- B. Free Transform tool with Envelope option
- C. Sub-selection tool to adjust point curve handles
- D. Arrow tool to adjust between line segment points

Answer: A

7. What does selecting the Render Text as HTML button on the Property inspector with a dynamic text field selected do?

- A. improves SWF performance
- B. converts the displayed text into HTML tagged text
- C. enables the text field to load HTML files at runtime
- D. enables the text field to render certain HTML tags including <A>, <B>, and <FONT>

Answer: D

8. What fonts, if installed, are more likely to be selected from the local system by the Flash Player to display during a playback of a SWF file containing text using the "\_sans" device font?

- A. Helvetica, Arial, Verdana
- B. Georgia, Garamond, Arial
- C. Courier, Helvetica, Verdana
- D. Times New Roman, Arial, Helvetica
- E. Times New Roman, Courier, Verdana

Answer: A

9. How can a text field display a font that is NOT on a client computer? (Choose TWO)

- A. include the font in a bitmap
- B. set Font.\_global = fontType;
- C. set the text field to Static behavior
- D. add the font in the Flash MX 04 Preferences panel
- E. use a dynamic text field and select the character option

Answer: CE

10. What is a benefit of swapping symbols?

- A. allows creating a new symbol with similar attributes

- B. allows adding multiple instances of a particular symbol
- C. guarantees that the new symbol will be the exact same size as the previous symbol
- D. guarantees that the registration point of the new symbol will be in the exact same place as the registration point of the previous symbol

Answer: D

11. What is the default theme for version 2 components?

- A. Ice Theme
- B. Halo Theme
- C. Sample Theme
- D. FlashDefault Theme

Answer: B

12. What is needed when using static text to have the font outlines embed in the SWF file?

- A. Choose New Font in the Library panel menu.
- B. Select the alias button in the Properties panel.
- C. Select use device fonts in the Properties panel.
- D. Nothing, font outlines are embedded by default.
- E. Select the Character button in the Properties panel and specify which characters to embed.

Answer: D

13. What is the file extension for swatches saved in Macromedia Flash Color Swatches panel?

- A. CLR
- B. ACO
- C. CFM
- D. XML

Answer: A

14. What are types of text fields? (Choose TWO)

- A. Aliased
- B. Anti-aliased
- C. Static text
- D. Dynamic text
- E. Embedded text
- F. Pre-formatted text

Answer: CD

15. What is the purpose of locking a bitmap fill?

- A. avoid bitmap fills from being displayed when onion skinning is turned on
- B. prevent a single bitmap fill from being selected and accidentally changed
- C. create appearance of a single bitmap fill being applied to separate objects
- D. prevent an imported bitmap from being edited with an external image editor

Answer: C

16. What is a benefit of using the Trace Bitmap to convert simple bitmap files to vector art?

- A. smaller file sizes
- B. larger blocks of color are easier to edit
- C. vector art can be converted to symbols
- D. vector art is reusable and will not add file size when it is copied and pasted

Answer: A

17. What are correct statements concerning text fields? (Choose TWO)

- A. Embedded font outlines are shared by text fields using the same font.
- B. Font outlines for input text fields are embedded in the SWF file by default.
- C. Font outlines for static text fields are embedded in the SWF file by default.
- D. Font outlines for dynamic text fields are embedded in the SWF file by default.
- E. Individual font outlines are embedded into the SWF file for each text field in the FLA file.

Answer: AC

18. What must be performed in order to be able to distort text using the Envelope modifier?

- A. create a font symbol in the Library panel
- B. convert the text characters to shape objects

- C. embed font outlines used in the selected text
- D. convert the selected text to a movie clip or graphic symbol

Answer: B

19. What helps to reduce the resulting file size when converting bitmaps into vector graphics using the Trace Bitmap command? (Choose TWO)

- A. set to "Pixels" the Curve Fit setting
- B. set to "Few Corners" the Curve Fit setting
- C. increase the value of the Color Threshold setting
- D. increase the value of the Minimum Area setting
- E. decrease the value of the Color Threshold setting
- F. decrease the value of the Minimum Area setting

Answer: CD

20. When swapping an instance of a symbol whose properties have been changed (scale, skew, transformation transparency, tint, brightness, etc.), what will happen to the properties of this instance?

- A. be applied to the newly swapped instance
- B. not be applied to the newly swapped instance
- C. multiply the original symbol instance properties by 200%
- D. prompt to accept or deny the original symbol instance's properties

Answer: A

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