



## [Adobe 9A0-901](#)

**Exam Name:** *Flash Lite 1.1 Mobile Developer Certification Exam*

**Q & A :** 108 Q&As

***Pdf Demo***

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Exam : Adobe 9A0-901

Title : Flash Lite 1.1 Mobile Developer Certification Exam

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

2. 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

3. 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

4. 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

5. 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 loadmovie or loadmovie commands

Answer: E

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

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

Answer: D

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

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

Answer: B

8. 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

9. 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

10. 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: BEF

11. 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

12. 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

13. 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

14. 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

15. 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

16. 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

17. 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

18. 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

19. 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

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

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

Answer: C

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