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9A0-064

Adobe Flash Lite 2.0 Mobile Developer Exam

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QUESTION NO: 1

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. `my button._focusrect = false;`
- E. `mybutton.focusrect = false;`
- F. `fscommand("setFocusRect", "false");`
- G. `fscommand2("setFocusRect", "false");`

Answer: A

QUESTION NO: 2

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

QUESTION NO: 3

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

QUESTION NO: 4

When sending an MMS message from Flash Lite how is an image attached?

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- 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

QUESTION NO: 5

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

QUESTION NO: 6

What are device fonts? (Choose two.)

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

Answer: C,F

QUESTION NO: 7

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

QUESTION NO: 8

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

QUESTION NO: 9

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

QUESTION NO: 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: A,E