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# 9A0-092

Flash CS4 ACE Certification

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**QUESTION NO: 1**

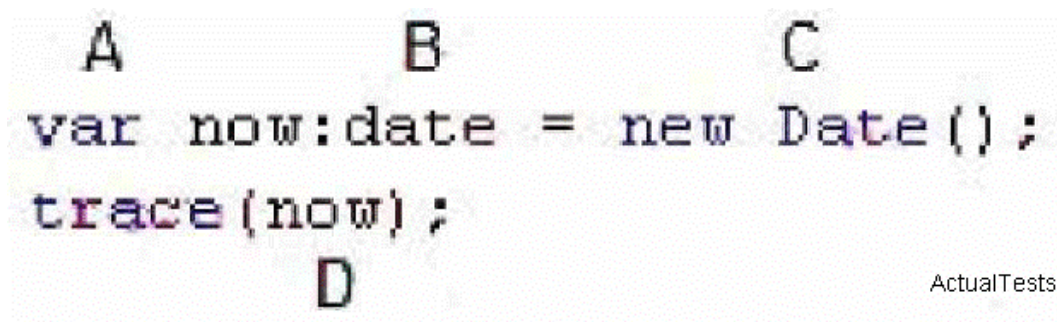
You are debugging a Flash movie. Which view will display information about the dimensions, files size, and current frame of the main timeline?

- A. File properties
- B. Properties panel
- C. Bandwith Profiler
- D. Document properties

**Answer: C**

**QUESTION NO: 2**

Click the Exhibit button.



```
var now:date = new Date();  
trace(now);
```

The screenshot shows the code snippet with four labels: 'A' points to the variable 'now', 'B' points to the colon ':' in the type declaration 'date', 'C' points to the opening parenthesis '(' in 'Date()', and 'D' points to the closing parenthesis ')' in 'Date()'.

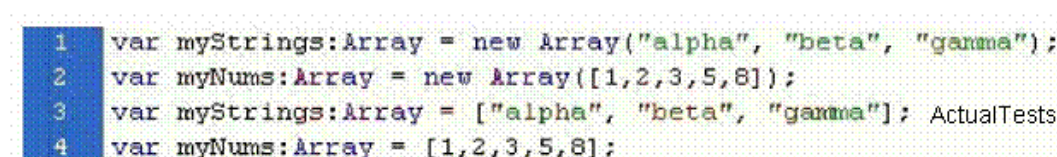
Where is the error in the displayed code snippet?

- A. A
- B. B
- C. C
- D. D

**Answer: B**

**QUESTION NO: 3**

Click the Exhibit button.



```
1 var myStrings:Array = new Array("alpha", "beta", "gamma");  
2 var myNums:Array = new Array([1,2,3,5,8]);  
3 var myStrings:Array = ["alpha", "beta", "gamma"]; ActualTests  
4 var myNums:Array = [1,2,3,5,8];
```

Which line of ActionScript for creating an Array object has an error?

- A. 1

- 
- B. 2
  - C. 3
  - D. 4

**Answer: A**

**QUESTION NO: 4**

What will be displayed in the output panel when the following code finishes executing?

```
//myClip is a MovieClip on the stage myClip.addEventListener(MouseEvent.CLICK, clickHandler);  
function clickHandler(evt:MouseEvent):void{  
    trace(evt.target._name); }  
}
```

- A. myClip
- B. [object MovieClip]
- C. undefined
- D. The code will NOT compile because of an error

**Answer: C**

**QUESTION NO: 5**

Which statement in this ActionScript 3.0 code has a syntax error?

```
var path:String; path = "D"ata.txt";  
function loadFile(filePath:String):Void{  
    trace(filePath);  
} loadFile(path);
```

- A. function loadFile(filePath:String):Void{
- B. trace(filePath);
- C. var path:String;
- D. path = "D"ata.txt";

**Answer: A**

**QUESTION NO: 6**

You want to deploy a Flash movie for a Web site. Which file format or formats should you select from the Publish Settings dialog box?

- 
- A. SWF only
  - B. HTML only
  - C. Both SWF and HTML
  - D. SWF, HTML, and JPG

**Answer: C**

**QUESTION NO: 7**

You want to deploy a Flash movie for a CD-ROM. Your movie must also be cross platform compatible. Which file format should you select from the Publish Settings dialog box?

- A. Macintosh Projector and SWF
- B. Windows Projector (EXE) and SWF
- C. Macintosh Projector, Windows Projector (EXE) and SWF
- D. Macintosh Projector and Windows Projector (EXE)

**Answer: D**

**QUESTION NO: 8**

You want to import a resolution-independent image asset directly into Flash CS4. Which image asset type should you use?

- A. AI
- B. JPG
- C. SVG
- D. PSD

**Answer: A**

**QUESTION NO: 9**

You want to use the same static graphic multiple times in an animation. Which image asset type should you use to optimize the animation?

- A. Vector
- B. Bitmap
- C. SVG
- D. Tween