

Exam Code: 9A0-602

Exam Name: Certified Macromedia Flash MX 2004

Developer Exam

Vendor: Adobe

Version: DEMO

Part: A

1: What happens when Save and Compact is selected from the File menu?

- A.removes unused items from the library
- B.removes file space left over from deleted items
- C.reduces the FLA file size using zip compression
- D.compresses the SWF file with MX 2004 compression

Correct Answers: B

2: What file formats can be loaded into a Flash MX 2004 movie dynamically at runtime?
(Choose TWO)

- A.GIF
- B.MP3
- C.JPG
- D.BMP
- E.FLA

Correct Answers: B C

3: What CANNOT load external Flash video files into the Flash Player?

- A.ActionScript 1
- B.ActionScript 2
- C.loadMovie method
- D.Media Playback component

Correct Answers: C

4: Onstage there is one movie clip with an instance name "myClip" and one button instance (not a component) with an instance name "myButton". The "myButton" button has the following coding.
on(press) { this._alpha=10; }

When testing the movie, what happens when the user presses the button?

- A.button turns to 10% alpha
- B.button and the clip turn to 10% alpha
- C.nothing happens because there's a script error
- D.nothing happens because no object is addressed

Correct Answers: B

5: What tasks can be accomplished using the Project panel?

- A.manage several Flash projects at the same time
- B.check-in/check-out files on a SourceSafe or FTP server
- C.merge changes from two different versions of the same document
- D.read and edit project notes that are shared among developers on the project

Correct Answers: B

6: What does the "this" keyword reference?

circle_mc.move = function(x, y){

```
this._x = x;  
this._y = y;  
};  
A.circle_mc  
B.move function x and y  
C.timeline on which circle_mc resides  
D.parent timeline of the circle_mc instance
```

Correct Answers: A

7: "dynClipName" is a dynamic variable with a string value of "mcCircle". What correctly targets a movie clip instance named mcCircle and assigns a value of 25 to its _x property?

```
A.this.dynClipName._x = 25;  
B.this[dynClipName]._x = 25;  
C.this.[dynClipName]._x = 25;  
D.this(dynClipName)._x = 25;  
E.this.(dynClipName)._x = 25;
```

Correct Answers: B

8: What code is inserted on the first frame of a Flash document to make sure that _root references work properly when the movie is loaded into a parent movie?

```
A._root = this;  
B.this.enabled = true;  
C.this._lockroot = true;  
D.this.rootlocked = true;
```

Correct Answers: C

9: If a movie clip on the main Timeline has 10 frames, what is the minimum number of frames needed in the main Timeline so the embedded movie clip plays through completely?

A.1
B.2
C.10
D.11

Correct Answers: A

10: What are examples of absolute target paths? (Choose TWO)

A.mcCircle
B.this.mcCircle
C._root.mcCircle
D._level0.mcCircle
E.this._parent.mcCircle

Correct Answers: C D

11: What type of animation is NOT available for a shape until it is converted into a symbol?

A.onion skinning

- B.shape tweening
- C.motion tweening
- D.frame-by-frame animation

Correct Answers: C

12: ActionScript works on a keyframe in what type of object?

- A.Button
- B.Group
- C.Graphic
- D.MovieClip

Correct Answers: D

13: What symbols or objects CANNOT have Timeline effects applied to them?

- A.text
- B.sound
- C.bitmap images
- D.button symbols

Correct Answers: B

14: What is the value of the variable "i " when traced below?

```
i = 0;
function runLoop(){
    for(var i=0;i<10;i++){
        }
    }
runLoop();
trace(i);
```

- A.0
- B.1
- C.9
- D.10

Correct Answers: A

15: A movie clip with an instance name of colorChip resides on the main Timeline of a movie. What ActionScript is added to the main Timeline to create a new Color object, named currentColor, to control the color of the colorChip MovieClip?

- A.currentColor.add = Color.colorChip;
- B.colorChip = new Color(currentColor);
- C.currentColor = new Color(colorChip);
- D.make Color (colorChip.currentColor);

Correct Answers: C

16: What is the value of "myValue"?

```
var myValue = Math.ceil(54.22);
```

- A.54
- B.55
- C.54.2
- D.54.3

Correct Answers: B

17: What property of the TextField class is used to define the text in a text field?

- A.myTextField.txt
- B.myTextField.text
- C.myTextField.variable
- D.text boxes cannot have instance names

Correct Answers: B

18: How many classes can a single class extend?

- A.0
- B.1
- C.2
- D.3
- E.4

Correct Answers: B

19: What does this code display in the output window?

```
var myEmployees:LoadVars = new LoadVars();  
myEmployees.Address = "275 Grove Street";  
myEmployees.fname = "Jeremy";  
trace (myEmployees.toString());
```

- A.blank output window
- B.fname=Jeremy&Address=275%20Grove%20Street
- C.&fname=Jeremy&Address=275%20Grove%20Street&
- D.fname="Jeremy"&Address="275%20Grove%20Street"

Correct Answers: B

20: What is the main use of the TextSnapshot class?

- A.Allows static text in a movie clip.
- B.Outputs a list of the fonts used within the text fields of a movie clip.
- C.Captures the dynamic text used in a movie clip for export to a screen reader.
- D.Returns text measurement information (width, height, kerning, etc.) for specified text strings within a movie clip.

Correct Answers: A