

9A0-602 Photoshop

Adobe Certified Macromedia Flash MX 2004 Developer Exam

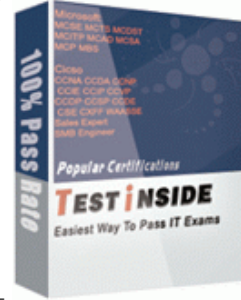
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Exam Number/Code: 9A0-602

Exam Name: Certified Macromedia Flash MX 2004 Developer Exam

Questions and Answers: 130 Q&As

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1. What is the value of "myValue"?

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

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

Answer: B

2. 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

Answer: B

3. ActionScript works on a keyframe in what type of object?

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

Answer: D

4. How many classes can a single class extend?

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

Answer: B

5. 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

Answer: B

6. 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

Answer: A

7. 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);

Answer: C

8. What symbols or objects CANNOT have Timeline effects applied to them?

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

Answer: B

9. "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;

Answer: B

10. 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

Answer: C

11. 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

Answer: B

12. 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

Answer: B

13. 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

Answer: BC

14. 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"

Answer: B

15. 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.

Answer: A

16. What are examples of absolute target paths? (Choose TWO)

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

Answer: CD

17. What CANNOT load external Flash video files into the Flash Player?

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

Answer: C

18. 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

Answer: A

19. 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;

Answer: C

20. 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

Answer: A

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