



# ITTEST

QUESTION & ANSWER

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Exam : 9A0-602

Title : Certified Macromedia Flash  
MX 2004 Developer Exam

Version : DEMO

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

Answer: 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

Answer: BC

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

Answer: 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

Answer: 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

Answer: 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

Answer:A

7. "dynClipName" is a dynamic variable with a string value of "mcCircle". What correctly targets a movie clip instancenamed 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

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;

Answer: 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

Answer: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

Answer: CD

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

Answer: C

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

A. Button

B. Group

C. Graphic

D. MovieClip

Answer: D

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

A. text

B. sound

C. bitmap images

D. button symbols

Answer: 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

Answer: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 colorChipMovieClip?

A. `currentColor.add = Color.colorChip;`

B. `colorChip = new Color(currentColor);`

C. `currentColor = new Color(colorChip);`

D. `make Color (colorChip.currentColor);`

Answer: C

16. What is the value of "myValue"?  
`var myValue = Math.ceil(54.22);`

A. 54

B. 55

C. 54.2

D. 54.3

Answer: 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

Answer: B

18. How many classes can a single class extend?

A. 0

B. 1

C. 2

D. 3

E. 4

Answer: 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"`

Answer: 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.

Answer:A



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