CERTKILLERS

ADOBE

9A0-311

Certified Macromedia Flash 8

QUESTION: 63

What class has an addListener()
method?

A. Array
B. Button
C. Mouse
D. MovieClip

Answer: C

QUESTION: 64

What is an example of relative targeting?

A. _root.item._x
B. _level0.item._x
C. _level1.item._x
D. _parent.item._x

Answer: D

QUESTION: 65

What must occur for Flash to read variables using a LoadVars object from a server-side application (i.e., ColdFusion, ASP, PHP or similar)?

A. be in a row/column data format delimited by commas
B. be URL-encoded name/value pairs delimited by commas
C. be URL-encoded name/value pairs delimited by ampersands
D. be from a database (Oracle, Access, SQL server or similar)

Answer: C

QUESTION: 66

What is needed when using static text to have the font outlines embed in the SWF file?

A. select New Font in the Library panel menu
B. select the alias button in the Properties panel
C. select use device fonts in the Properties pane
D. nothing, font outlines are embedded by default

E. select the Character button in the Properties panel and specify which characters to embed

Answer: D

QUESTION: 67
What method creates a MovieClip symbol with an instance name of "myMovie"?

A. myMovie=new MovieClip("my_mc",1);
B. myMovie.duplicateMovieClip("my_mc",1);
C. this.attachMovie("myMovie","my_mc",1);
D. myMovie.createEmptyMovieClip("my_mc",1);

Answer: C

QUESTION: 68
What assigns the my_mc MovieClip's height to the value of 100 if the variable myProperty="_height";?

A. my_mc.myProperty = 100;
B. my_mc[myProperty] = 100;
C. my_mc."myProperty" = 100;
D. my_mc["myProperty"] = 100;

Answer: B

QUESTION: 69
Why use device fonts for Static text? (Choose TWO)

A. embeds the font outline in SWF
B. anti-aliases Static text by default
C. makes SWF retrieve font from the server
D. device fonts are more readable at smaller point sizes
E. makes SWF retrieve font from the end user's computer

Answer: D, E

QUESTION: 70
What is a primary reason for locking a bitmap fill?

A. avoid bitmap fills from being displayed when onion skinning is turned on
B. prevents a single bitmap fill from being selected and accidentally changed
C. prevents an imported bitmap from being edited with an external image editor

D. creates appearance the fill extends over entire Stage and the objects painted with the fill are masks revealing the underlying bitmap

Answer: D