



**ADOBE**

**9A0-502**

*Certified Macromedia Flash MX 2004 Designer*

**Answer:** B

**QUESTION:** 109

What tool is used to apply strokes to shapes?

- A. Eye Dropper
- B. Paint Bucket
- C. Ink Bottle
- D. Pencil

**Answer:** C

**QUESTION:** 110

What can the LoadVars class be used for?

- A. stream MP3 sounds
- B. load PNG images into movie clips
- C. create text fields programmatically
- D. load data from text files on the server

**Answer:** D

**QUESTION:** 111

What symbol types can be given an instance name? (Choose TWO)

- A. Video
- B. Button
- C. Bitmap
- D. Graphic
- E. MovieClip

**Answer:** B, E

**QUESTION:** 112

An instance of a symbol is on the Stage with known x and y coordinates. When double-clicking on this symbol why do the x and y coordinates change?

- A. x and y coordinates reverse

- B. registration point of the instance is reset to its center
- C. object moves to the upper left hand corner of the Stage
- D. measures the position of the artwork relative to the center of the Stage in Symbol Editing mode

**Answer:** D

**QUESTION:** 113

What is the most efficient way of changing the fill color of all instances of a particular symbol from red to green?

- A. Select each instance on the stage, open the Effects panel, and change the color to green using Tint.
- B. Select each instance on the stage, open the Effects panel, and change the color to green using the Advanced settings.
- C. Select the symbol in Symbol Editing mode, and change the fill color of the symbol to green.
- D. Select the symbol in Symbol Editing mode, and change the fill color of the symbol to green. Then update each instance on the stage with the new version.

**Answer:** C

**QUESTION:** 114

What Paint Bucket tool option is used to apply a single gradient across multiple selected shapes on the Stage?

- A. Faucet
- B. Lock Fill
- C. Magic Wand
- D. Transform Fill

**Answer:** B

**QUESTION:** 115

What Color Mixer Fill Style options allow the creation of gradients? (Choose TWO)

- A. Solid
- B. Linear
- C. Radial
- D. Bitmap

E. Gradient

**Answer:** B, C

**QUESTION:** 116

What is affected by enabling/disabling the "Auto kern" option?

- A. Line spacing
- B. Character spacing
- C. Paragraph indent
- D. Character aliasing

**Answer:** B

**QUESTION:** 117

What are three possible ways to make movie clips respond to mouse events? (Choose THREE)

- A. Attach an "on()" event handler to a MovieClip instance.
- B. Select Enable Simple Buttons from the Control menu.
- C. Select a MovieClip instance and choose Modify > Convert to Button.
- D. Assign a function to a mouse event handler for a MovieClip instance.
- E. Attach a button event handler to a MovieClip instance and add the frame labels :\_up" "\_over", and "\_down" to its Timeline.
- F. Right-click (Windows) or control-click (MAC) on a MovieClip instance, and choose Context > Set as Button.

**Answer:** A, D, E

**QUESTION:** 118

What are ways to identify areas of a movie that need file size optimization? (Choose TWO)

- A. generating a size report
- B. using the Movie Explorer
- C. using the Bandwidth Profiler
- D. scrubbing through the movie in the timeline
- E. using the Select Unused Items option in the library

**Answer:** A, C

**QUESTION:** 119

What QuickTime format can Flash MX 2004 export?

- A. QuickTime format specified into the QuickTime tab of the Publish Settings dialog box
- B. format that supports the version of the Flash Player selected in the Publish Settings dialog box
- C. same QuickTime format that is installed on the system where Flash MX 2004 is also installed
- D. Flash MX 2004 and Flash MX Professional 2004 do not export documents into any QuickTime format

**Answer:** C

**QUESTION:** 120

What sound compression format is best for high quality short sounds, such as button sounds?

- A. MP3
- B. WAV
- C. Voice
- D. ADPCM

**Answer:** D

**QUESTION:** 121

What is the process called when you set the linkage property for a library asset so that it can be imported into other FLA files?

- A. Authortime sharing
- B. Runtime sharing
- C. Asset sharing
- D. Asset linking

**Answer:** B

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