



## **9A0-064**

(Adobe Flash Lite 2.0 Mobile Developer Exam)

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## Question: 1

After creating a custom button named "mybutton" on the Stage, a yellow outline around the button appears when it is selected. How can this be disabled?

- A. `_focusrect = false;`
- B. `_focus = false;`
- C. `focusrect = false;`
- D. `mybutton._focusrect = false;`
- E. `mybutton.focusrect = false;`
- F. `fscommand( "setFocusRect", "false" );`
- G. `fscommand2( "setFocusRect", "false" );`

Answer: A

## Question: 2

Which version of Flash Lite best supports right to left rendering of text, in Text fields using languages such as Arabic and Hebrew?

- A. Flash Lite 1.1
- B. Flash Lite 2.0
- C. Flash Lite 2.1
- D. Text Fields in Flash Lite do NOT support right to left rendering of text

Answer: C

## Question: 3

When a button receives focus, how is the outline surrounding the button defined?

- A. Bounding box of the button's visible keyframes
- B. Exact shape of the contents in the "hit" keyframe
- C. Exact shape of the contents in the "up" keyframe
- D. Bounding box of the contents in the "hit" keyframe

Answer: D

## Question: 4

When sending an MMS message from Flash Lite how is an image attached?

- A. Using the Image class
- B. Using the `getURL()` method
- C. Using the `loadMovie()` method
- D. The user must attach the image manually

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Answer: D

Question: 5

**On the BREW platform, how is the message sent?**

- A. The SMS message
- B. Flash Lite is not supported
- C. The SMS system
- D. The SMS message interaction.

**the phone. How is**

- I.
- additional user

Answer: D

Question: 6

**What are device fonts?**

- A. arial
- B. \_arial
- C. sans
- D. \_times
- E. \_tahoma
- F. \_typewriter
- G. sans

Answer: C, F

Question: 7

**What method of code is used?**

- A. A 'for' loop
- B. A 'while' loop

**te?**

Answer: B

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