



9A0-602

(Certified Macromedia Flash MX 2004)

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Question: 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

Question: 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: B, C

Question: 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

Question: 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

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Answer: B

Question: 5

What tasks can be performed on a project?

- A. Manage several projects
- B. Check-in/check-out projects
- C. Merge changes from other projects
- D. Read and edit project files

project

Answer: B

Question: 6

What does the "this" keyword refer to in the following code?

```
circle_mc.move = function(x,y) {
    this._x = x; this._y = y;
}
```

- A. Circle_mc
- B. Move function
- C. Timeline on which the clip is placed
- D. Parent timeline

Answer: A

Question: 7

"dynClipName" is a property that targets a movie clip instance.

- A. This.dynClipName
- B. This._dynClipName
- C. This.dynClipName
- D. This._dynClipName
- E. This.dynClipName

What correctly targets the clip to its _x property?

Answer: B

Question: 8

What code is inserted on the first frame of a movie clip 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;

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D. This.rootlocked = true;

Answer: C

Question: 9

If a movie clip on the timeline is 10 frames long, how many frames needed in the timeline to completely play it?

- A. 1
- B. 2
- C. 10
- D. 11

From number of frames through

Answer: A

Question: 10

What are examples of movie clip instances?

- A. McCircle
- B. This.mcCircle
- C. _Root.mcCircle
- D. _Level0.mcCircle
- E. This._parent.mcCircle

Answer: C, D

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