

9A0-092 braindumps

Adobe Flash

9A0-092: Flash CS4 ACE Certification

Practice Exam: 9A0-092 Exams

Exam Number/Code: 9A0-092

Exam Name: Flash CS4 ACE Certification

Questions and Answers: 90 Q&As

([Flash](#))



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Exam : Adobe 9A0-092

Title : Flash CS4 ACE Certification

1. You want to import a resolution-independent image asset directly into Flash CS4.

Which image asset type should you use?

- A. AI
- B. JPG
- C. SVG
- D. PSD

Answer: A

2. You want to use the same static graphic multiple times in an animation.

Which image asset type should you use to optimize the animation?

- A. Vector
- B. Bitmap
- C. SVG
- D. Tween

Answer: B

3. Click the Exhibit button.

Which line of ActionScript for creating an Array object has an error?

- A. 1
- B. 2
- C. 3
- D. 4

Answer: A

4. Which statement in this ActionScript 3.0 code has a syntax error?

```
var path:String;
path = "D"ata.txt";
function loadFile(filePath:String):Void{
trace(filePath);
}
```

```
loadFile(path);
```

- A. function loadFile(filePath:String):Void{
- B. trace(filePath);
- C. var path:String;
- D. path = "D"ata.txt";

Answer: A

5. You want to create a desktop application that contains a local embedded SQL database. Which technology should you use?

- A. Flash Player 10 swf application
- B. Flash Player 10 projector application
- C. AIR 1.1 application
- D. Any version of the Flash Player will meet this requirement

Answer: C

6. You want to distribute a component that you have built. Which library option allows you to do this?

- A. Convert to Compiled Clip
- B. Export SWC File
- C. Export Flash Movie
- D. Component Definition

Answer: B

7. You want to re-skin a Button component. The new skin needs to be lightweight and should scale. Which type of image assets best fits these criteria?

- A. Bitmap.
- B. Vector.dd
- C. Video.
- D. ASCII.

Answer: D

8. Which Flash player version should be used to incorporate AIR, drop shadows, and accessibility features?

- A. Flash Player 10.
- B. Flash Player 9.
- C. Flash Player 8.
- D. Flash Player 7.

Answer: A

9. What will be displayed in the output panel when the following code finishes executing?

```
//myClip is a MovieClip on the stage
myClip.addEventListener(MouseEvent.CLICK, clickHandler);
function clickHandler(evt:MouseEvent):void{
trace(evt.target._name);
}
```

- A. myClip
- B. [object MovieClip]
- C. undefined
- D. The code will NOT compile because of an error

Answer: C

10. You want to deploy a Flash movie for a Web site.

Which file format or formats should you select from the Publish Settings dialog box?

- A. SWF only
- B. HTML only
- C. Both SWF and HTML
- D. SWF, HTML, and JPG

Answer: C

11. You want to deploy a Flash movie for a CD-ROM. Your movie must also be cross platform compatible. Which file format should you select from the Publish Settings dialog box?

- A. Macintosh Projector and SWF
- B. Windows Projector (EXE) and SWF
- C. Macintosh Projector, Windows Projector (EXE) and SWF
- D. Macintosh Projector and Windows Projector (EXE)

Answer: D

12. Which image asset should be imported to keep good image quality when enlarging or reducing the asset within Flash?

- A. Bitmap.
- B. Vector.
- C. PNG.
- D. SVG.

Answer: B

13. You are debugging a Flash movie. Which view will display information about the dimensions, files size, and current frame of the main timeline?

- A. File properties
- B. Properties panel
- C. Bandwith Profiler
- D. Document properties

Answer: C

14. Click the Exhibit button.

Where is the error in the displayed code snippet?

- A. A
- B. B
- C. C
- D. D

Answer: B

15. Which is the earliest version of Flash Player that supports Unicode?

- A. 5
- B. 6
- C. 7
- D. 8

Answer: B

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