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9A0-148

ADOBE

Adobe Flash CS5

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QUESTION: 1

Consider the following code:

```
var a="2"
switch(a)
{
case "1":
trace("The number is one")
break;
case "2":
trace("The number is two")
break;
case "3":
trace("The number is three")
break;
}
```

What will happen if all the break statements are removed?

- A. The code will execute successfully and all the case statements following the correct case statement will be executed.
- B. The code will result in an error because the break statement can only be used for terminating loops.
- C. The code will execute successfully and only the first case statement will be executed.
- D. The code will result in an error because there is no default statement in the code.

Answer: A

Explanation:

The above code will execute successfully once the break statements are removed because the break statements are optional in the switch statement. The break statement is used to stop the execution of the switch statement after the execution of the correct case statement. If the break statement is removed, all the case statements following the correct case statement will be executed. Therefore, the output of the above code after removing all the break statement will be:

The number is two
The number is three

QUESTION: 2

Which of the following is a syntax of fscommand() function?

- A. fscommand(command:args, String=""):void
- B. fscommand(command:String, args:String = ""):void
- C. fscommand(command:String, args[String])
- D. fscommand(command: args[String])

Answer: B

Explanation:

The syntax of fscommand() function is as follows:fscommand(command:String, args:String = ""):void

QUESTION: 3

How do you access the properties for an object in Library?

- A. Double-click on the object.
- B. Right-click the object's preview.
- C. Window > Properties.
- D. Select the object and click the i-button at the bottom of the panel.

Answer: D

Explanation:

The i-button at the bottom of the library panel will display the properties for a selected object in Library. Answer A is incorrect. Double-clicking on an object will allow you to edit the object but will not access object properties. Answer C is incorrect. There is no Properties option on the Window menu. Answer B is incorrect. Right-clicking the object's preview in Library will not access the properties.

QUESTION: 4

Which of the following commands is used to view a text file summary of the movie elements, frames, and fonts in Flash to inspect hidden byte additions?

- A. Bandwidth profiler
- B. Publishing
- C. Text report
- D. Size report

Answer: D

Explanation:

Size report is a command used to view a text file summary of the movie elements, frames, and fonts. With the help of this command a user can inspect size report to find out extra hidden byte additions such as font character outlines. This command is enabled by accessing the Publish Settings dialog box (File > Publish settings), then clicking the Flash tab, and checking the Generate size report option. Answer A is incorrect.

Bandwidth Profiler is a feature of Flash that allows a user to view streaming in the same way as he would view a file using a particular modem speed. It provides vital statistics about the size of frames and the overall size of the project. It also targets the parts of the project that need optimization and re-work. Answer C is incorrect. Text report is not a valid option in Flash. Answer B is incorrect. Publishing is the way to export a Flash movie in various formats so that it can be viewable for the intended delivery medium. It allows a user to show his work to millions of audience. Publishing helps the user protect his work from unauthorized access of graphics, library items, etc. of the movie. For publishing an FLA file, select the File > Publish command. By default, the Publish command creates a Flash SWF file and an HTML document. To export the FLA file in other file formats, specify all the formats and their properties using the File > Publish Settings command. After that, use the File > Publish command to export the FLA file in all the formats with the specified parameters in one step.

QUESTION: 5

How do you edit a components "skin" to customize the look and feel?

- A. Open the Skins panel.
- B. Double-click the component on the stage or in the Library.
- C. Edit > Component.
- D. Use Component Inspector.

Answer: B

Explanation:

Double-clicking a component on the stage or in the Library will open the component for editing and automatically jump to frame two of its timeline so that you may edit any skin element. Answer D is incorrect. Component Inspector allows you to modify properties on an individual instance of a component but does not have any skinning features. Answer C is incorrect. Edit > Components will allow you to edit a component, but there is no menu option for Components directly. Answer A is incorrect. There is no Skins panel as the skins or the interface elements are from a shared framework and nested inside the components timeline.

QUESTION: 6

Which of the following events is dispatched when a user enters or deletes text, or pastes another text in the text area component?

- A. enter
- B. scroll
- C. textInput
- D. appendText

Answer: C

Explanation:

The TextArea class includes events that are dispatched when the user interacts with the text area component. The textInput event belongs to the TextArea class. It is dispatched when the user enters or deletes text, or pastes another text in the text area component. Answer D is incorrect. It allows you to append text after the last character of the text area component. Answer A is incorrect. The enter event is dispatched when a user presses the enter key in the text area component. Answer B is incorrect. The scroll event is dispatched when the user scrolls the text area component content.

QUESTION: 7

Bitmap Caching can be applied to which of the following objects? Each correct answer represents a complete solution. Choose all that apply.

- A. Button Instances
- B. JPG Images
- C. Movie Clip Instances
- D. PSD Images
- E. PNG Images
- F. Native Flash Vector Images

Answer: C, A

Explanation:

Bitmap Caching can only be applied to Movie Clip and Button instances and is normally used in cases of vector-based artwork that continues for multiple frames. Care must be taken as bitmap caching can increase the file size, sometimes significantly. Answer E, F, D, and B are incorrect. Bitmap caching cannot be applied to raster art or to unprotected vector artwork. Bitmap Caching can only be applied to Movie Clip and Button instances.

QUESTION: 8

When converting an object into a symbol, how do you set the registration point of the object to be in the upper left corner?

- A. Use Align panel settings.
- B. Drag the object to the right.
- C. Use the Registration grid.



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and many others.. See complete list [Here](#)

