



Vendor: Adobe

Exam Code: 9A0-092

Exam Name: Adobe Flash CS4 ACE Exam

Version: DEMO

QUESTION 1

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

QUESTION 2

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

QUESTION 3

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

QUESTION 4

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

QUESTION 5

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);  
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```

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

Answer: A

QUESTION 6

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

QUESTION 7

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

QUESTION 8

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

QUESTION 9

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

QUESTION 10

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

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