

## Certified Macromedia Flash MX 2004 Developer Exam Sample Questions

1. Movie A has a frame rate of 24 fps. Movie B has a frame rate of 12 fps. If Movie B is loaded into `_level5` of Movie A, at what rate will Movie B play back?

- A. 12
- B. 24
- C. 36
- D. 60

2. What is **NOT** a recommended best practice for developing accessible Flash content?

- A. develop an uncluttered design that is easily navigable
- B. include the `Accessibility.isActive()` method in objects that animate
- C. ensure that navigational controls are device independent (or accessible by keyboard)
- D. design and implement a logical tab order using either the Accessibility panel or ActionScript

3. What are all of the publish options available to build an application that uses external `.ActionScript 2` class files?

- A. only version Flash Player 7 with AS2
- B. any version of Flash Player as long as AS2 is selected
- C. only version Flash Player 7 with AS2 OR version Flash Player 6 with AS2 and "Optimize for Flash Player 6 r65" selected
- D. only version Flash Player 7 with AS2 OR version Flash Player 6 with AS2 regardless of the "Optimize for Flash Player 6 r65" selection

4. What HTML tags are supported in Flash MX 2004 dynamic text fields? (Choose TWO)

- A. <A>
- B. <FONT>
- C. <FORM>
- D. <TABLE>
- E. <FRAMESET>

5. What Flash Player version is capable of playing movies created using ActionScript 2?

- A. Flash Player version 6 and above
- B. only version 7 using external ActionScript 2 files
- C. only version 7 (when exporting with Timeline based ActionScript 2)
- D. any version of the Flash Player so long as ActionScript 2 is selected

6. What will create a new Window component instance? (Choose TWO)

- A. `this.createObject(Window, "cwDialog", 1);`
- B. `this.createObject("Window", "cwDialog", 1);`
- C. `this.createObject(mx.containers.Window, "cwDialog", 1);`
- D. `this.createObject("mx.containers.Window", "cwDialog", 1);`
- E. `this.createClassObject(mx.containers.Window, "cwDialog", 1);`
- F. `this.createClassObject("mx.containers.Window", "cwDialog", 1);`

7. What happens to symbol registration when a symbol is registered to a class and the `Object.registerClass` method is invoked?

- A. remains the same
- B. receives a `MovieClip` registration
- C. replaced with the new registration
- D. replaced with the default component registration

8. What keyword allows new properties or methods to be added to a class at run time?

- A. `void`
- B. `final`
- C. `static`
- D. `dynamic`

9. The `String` object "sTitle" has a string value of "Flash MX 2004". What options will return the value "Flash"? (Choose TWO)

- A. `sTitle.substr(0, 4);`
- B. `sTitle.substr(0, 5);`
- C. `sTitle.substr(1, 6);`
- D. `sTitle.substring(0, 4);`
- E. `sTitle.substring(0, 5);`
- F. `sTitle.substring(1, 6);`

10. What happens when you select Control > Test Movie with the following code in the first frame of a movie?

```
MyArray =["one", "two", "three"];  
  
for (i=0, i<myArray.length, i++){  
    trace(myArray[i]);  
}
```

- A. Nothing is seen because trace statements are ignored.
- B. It does not compile generating an error in the Output panel.
- C. The developer should put "var " in front of the first occurrence of the "i" variable.
- D. The developer should first store myArray.length in a variable and use that variable in place of myArray.length.
- E. The developer must cast myArray as an array by changing the first line to:  
myArray:Array =["one", "two", "three"];

Answer Key:

1. b
2. b
3. d
4. ab
5. a
6. be
7. c
8. d
9. be
10. b