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Exam : 9A0-129

Title : Adobe Flex 4 ACE

Vendors : Adobe

Version : DEMO

NO.1 What must you do extend Event class?

- A. invoke the superclass constructor within your custom constructor
- B. define an Event metadata keyword within your custom Event class
- C. override the clone() method of the parent class
- D. define an object to contain all contain all custom properties passed to the event

Answer: A

NO.2 You are defining a User class with username and password properties to encapsulate data. Which

design pattern is being utilized?

- A. Observer
- B. Factory
- C. ValueObject
- D. Mediator

Answer: C

NO.3 You have created the class MyComponent in the components package. Given the following code:

```
<?xml version="1.0" encoding="utf-8"?>
<s:Group xmlns:fx="http://ns.adobe.com/mxml/2009"
xmlns:s="library://ns.adobe.com/flex/spark"
xmlns:mx="library://ns.adobe.com/flex/mx"
xmtns:comp="components.*">
<!--Put Component Here-->
</s:Group>
```

Which is a correct way to instantiate the MyComponent class?

- A. <MyComponent/>
- B. <comp:MyComponent />
- C. <components:MyComponent/>
- D. <Component type="MyComponent" />

Answer: B

NO.4 You are creating a custom component that extends the SkinnableContainer class. You want to require

that the skin of your component use a ark Button in the layout. What should you do?

- A. Declare and style the button inside your class file, not in the skin
- B. Define a SkinnableComponent that extends the Button class
- C. Define SkinPart metadata to make a Button required

D. There is NO way to require a button in a SkinnableContainer skin

Answer: C

NO.5 You have a created a custom component called MyComp. Which two statements could be used to

create an instance of MyComp? (Choose two)

A. `<comps: MyComp />`

B. `<component>MyComp</component>`

C. `var comp:M/Comp = new MyComp();`

D. `var comp MyComp = new DisplayObject();`

E. `var comp:MyComp = createClass("MyComp");`

Answer: A,C