1Z0-869 $^{Q\&As}$

Java Mobile Edition 1 Mobile Application Developer Certified Professional Exam

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QUESTION 1

Given:

10. //...

20.

 Manager.playTone(ToneControl.C4, 100, -100);

21.

 System.out.println("done");

22.

 //... Which is true?

A. Compilation fails.

B. done is printed after playTone() completes.

C. done is printed directly after playTone() is called.

D. An IllegalArgumentException is thrown at runtime.

Correct Answer: C

QUESTION 2

Given the MIDlet code:

7.

 public void exitApp() {

8.

 Runtime rt = Runtime.getRuntime();

9.

 rt.exit(0);

10.

 }

What is the result of a call to exitApp()?

A. A SecurityException is thrown at line 9.

B. Compilation fails because of an error on line 8.

C. Compilation fails because of an error on line 9.

D. exitApp() completes execution successfully.

Correct Answer: A

QUESTION 3

A mobile application developer wants to reduce memory use and improve the speed of a game using the MIDP 2.0 Game API. Which three are valid, legal ways to help fulfill the developer\\'s goal? (Choose three.)

A. while(gameActive) { int keyStates = getKeyStates(); if ((keyStates and LEFT_PRESSED) != 0) { // code to move a Sprite }

B. GameCanvas game = new GameCanvas(true); //suppress key events

C. layerManager.setViewWindow(0,0, getWidth() + 50, getHeight() + 50);

D. mySprite.collidesWith(otherSprite, false); //pixel level false

E. keyPressed(int keyCode) { // code to process the key press event }

Correct Answer: ABD

QUESTION 4

When using X.509 PKI, where must a MIDlet suite\\'s security certificates be placed?

A. in a user-defined subclass of SecurityInfo in the JAR\\'s META-INF directory

B. inlined in the JAR manifest, using a base64 encoding

C. inlined in the JAD, using a base64 encoding

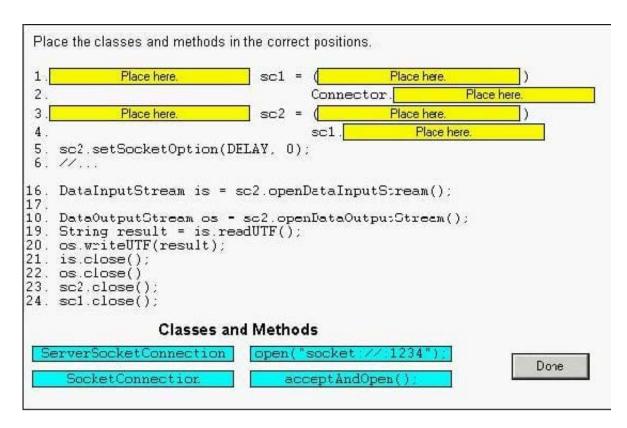D. in .cer files in the JAR\\'s META-INF directory

Correct Answer: C

QUESTION 5

Click the Task button.

Place the classes and methods in the correct positions.

Select and Place:

Place the classes and methods in the correct positions.

```
1.   [Place here.]        sc1 = ( [Place here.]          )
2.                        Connector.[     Place here.     ]
3.   [Place here.]        sc2 = ( [Place here.]          )
4.                        sc1.[      Place here.     ]
5.   sc2.setSocketOption(DELAY, 0);
6.   //...

16.  DataInputStream is = sc2.openDataInputStream();
17.
10.  DataOutputStream os = sc2.openDataOutputStream();
19.  String result = is.readUTF();
20.  os.writeUTF(result);
21.  is.close();
22.  os.close()
23.  sc2.close();
24.  sc1.close();
```

Classes and Methods

```
[ServerSocketConnection]        [open("socket://:1234");]

[  SocketConnection  ]          [   acceptAndOpen();   ]
```

[Done]

Correct Answer:

Place the classes and methods in the correct positions.

```
1.   [ServerSocketConnection]  sc1 = ( ServerSocketConnection )
2.                             Connector.[  SocketConnection  ]
3.   [  SocketConnection  ]    sc2 = ( open("socket://:1234"); )
4.                             sc1.[   acceptAndOpen();   ]
5.   sc2.setSocketOption(DELAY, 0);
6.   //...

16.  DataInputStream is = sc2.openDataInputStream();
17.
10.  DataOutputStream os = sc2.openDataOutputStream();
19.  String result = is.readUTF();
20.  os.writeUTF(result);
21.  is.close();
22.  os.close()
23.  sc2.close();
24.  sc1.close();
```

Classes and Methods

```
[ServerSocketConnection]        [open("socket://:1234");]

[  SocketConnection  ]          [   acceptAndOpen();   ]
```

[Done]

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