

1Z0-869^{Q&As}

Java Mobile Edition 1 Mobile Application Developer Certified
Professional Exam

Pass Oracle 1Z0-869 Exam with 100% Guarantee

Free Download Real Questions & Answers **PDF** and **VCE** file from:

<https://www.leads4pass.com/1z0-869.html>

100% Passing Guarantee
100% Money Back Assurance

Following Questions and Answers are all new published by Oracle
Official Exam Center

- ⚙️ **Instant Download** After Purchase
- ⚙️ **100% Money Back** Guarantee
- ⚙️ **365 Days** Free Update
- ⚙️ **800,000+** Satisfied Customers



QUESTION 1

A MIDlet that is to be installed on a phone has different values for the MIDlet-Name property between the JAD file and the manifest in the JAR file. Which is true?

- A. The value in the JAD file overrides the value in the manifest.
- B. A dialog is presented to resolve the conflict.
- C. The MIDlet installation process will be aborted.
- D. The value in the manifest overrides the value in the JAD file.

Correct Answer: C

QUESTION 2

Click the Exhibit button.

What is visible on the display when this MIDlet is executed?

```
5. public class GameCanvasPainting
extends MIDlet {
6.     MyGameCanvas myGameCanvas;
7.     static boolean main_called;
8.     // ...
13.    public void startApp() {
14.        myGameCanvas = new MyGameCanvas();
15.
Display.getDisplay(this).setCurrent(
myGameCanvas );
16.        myGameCanvas.go();
17.        // ...
37.    }
38.    // ...
46.    class MyGameCanvas extends
GameCanvas
47.        implements Runnable {
48.            //Graphics object for the
off-screen buffer
49.            Graphics gameGraphics;
50.            //thread for GameCanvas
51.            private Thread gameThread;
52.            public MyGameCanvas() {
53.                super(true);
54.                // Get the Graphics object for
the off-screen buffer
55.                gameGraphics = getGraphics();
56.                // ...
65.                gameThread = new Thread(this);
66.            }
67.            public void go() {
68.                gameThread.start();
69.            }
70.            // ...
72.            public void paint(Graphics
paintGraphics) {
73.                paintGraphics.setColor(0x0);
//set Color to Black
74.                paintGraphics.fillRect(0, 0,
getWidth(), getHeight());
75.            }
76.            public void drawGameScreen() {
77.                gameGraphics.setColor(0xFFFFFFFF);
//set Color to White
78.                gameGraphics.fillRect(0, 0,
getWidth(), getHeight());
79.            }
80.            public void run () {
81.                try {
82.                    Thread.sleep(1000);
83.                } catch (InterruptedException ie
) { }
84.                while (true) {
85.                    drawGameScreen();
86.                    // Flush the off-screen buffer
87.                    flushGraphics();
88.                }
89.            }
90.        }; //end MyGameCanvas
91.    }
```

examcollectionvce.com
New Exam Dumps

- A. A white screen is shown momentarily, and then a black screen is shown.
- B. A `java.lang.RuntimeException` is thrown.
- C. The screen continuously switches back and forth between black and white.
- D. A black screen is shown momentarily, and then a white screen is shown.

Correct Answer: D

QUESTION 3

Given:

a record store of type `javax.microedition.rms.RecordStore`, containing five records whose contents are Alice, Bill, Candice, Dean, and Ethel, respectively

an enumeration for the record store that specifies a comparator that sorts alphabetically

The first call to the enumeration is `previousRecord()`.

Which would be returned by a second call to `previousRecord()`?

- A. Dean
- B. Ethel
- C. Bill
- D. Alice
- E. Candice
- F. An exception is thrown at runtime.

Correct Answer: A

QUESTION 4

A MIDlet suite running on a GSM phone successfully receives an SMS text message `msg` from another GSM phone. The suite is using a valid `SMS MessageConnection` object `conn` opened in server mode.

The suite tries to respond back using:

```
msg.setPayloadText("thank you!");
```

```
conn.send(msg);
```

Which is true?

- A. The code always fails because the connection object is missing an address for sending a response.
- B. The code can succeed because the connection object contains an address for sending a response.
- C. The code can succeed because the message object contains an address for sending a response.
- D. The code always fails because the message object is missing an address for sending a response.

Correct Answer: C

QUESTION 5

How are labels for Command objects displayed to the user?

- A. The device shows either the short or the long label.
- B. Both short and long labels are always available for the user to view.
- C. The short label is always available to view, while the long label may be displayed occasionally.
- D. The long label is only for description and is never displayed.

Correct Answer: A

[Latest 1Z0-869 Dumps](#)

[1Z0-869 VCE Dumps](#)

[1Z0-869 Practice Test](#)