

# 1Z0-869<sup>Q&As</sup>

Java Mobile Edition 1 Mobile Application Developer Certified  
Professional Exam

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## QUESTION 1

Click the Task button.

Place the correct class within the hierarchy to reflect the class inheritance structure for the MIDP 2.0 user interface API. Not all classes are shown.

Select and Place:

Place the correct class within the hierarchy to reflect the class inheritance structure for the MIDP 2.0 user interface API. Not all classes are shown.

### Class Inheritance

```
graph TD; Displayable[Displayable] --- L1[Place here.]; Displayable --- L2[Place here.]; L2 --- L3[Place here.]; L2 --- L4[List]; L2 --- L5[Place here.]; L5 --- L6[Place here.]; L6 --- L7[DateField];
```

### Classes

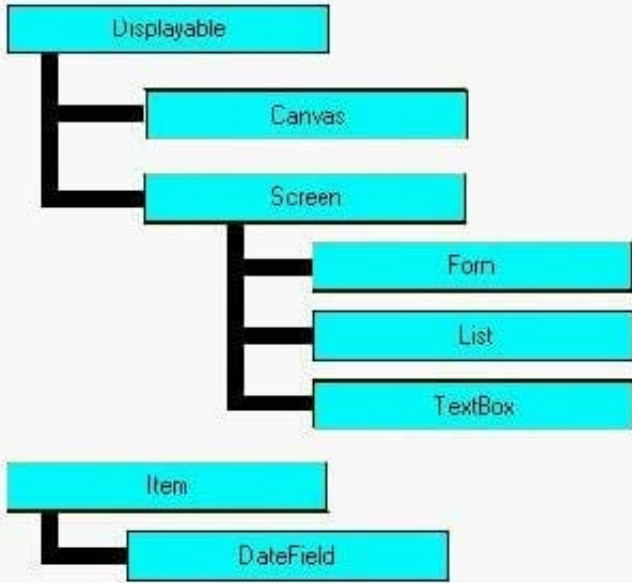
- Canvas
- Item
- Form
- Screen
- TextBox

Done

Correct Answer:

Place the correct class within the hierarchy to reflect the class inheritance structure for the MIDP 2.0 user interface API. Not all classes are shown.

**Class Inheritance**



**Classes**

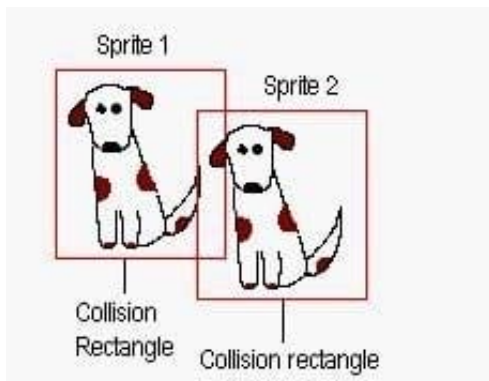

Done

**QUESTION 2**

Click the Exhibit button.

The red collision rectangle around each Sprite in the image is NOT part of the actual image. The two Sprite objects intersect in the application precisely as shown.

Which two are true? (Choose two.)



- A. The most efficient way to detect collision is to use collision detection based solely on the collision rectangles.
- B. For the two Sprite objects to be considered in collision, collidesWith() must be invoked on both objects.
- C. If Sprite 1 is being tested for collision with Sprite 2 using pixel-level collision detection, the two Sprite objects will NOT

be in collision.

D. For the two Sprite objects to be considered in collision, each Sprite must have no more than one frame.

Correct Answer: AC

### QUESTION 3

Click the Exhibit button.

Which two are true assuming this method is in a MIDlet? (Choose two.)

```
11. public void startApp() {
12.     form = new Form("My Form");
13.     goCommand = new Command("Go",
Command.SCREEN, 2);
14.     form.addCommand(goCommand);
15.     form.setCommandListener(new
CommandListener() {
16.         public void commandAction(Command c,
Displayable s) {
17.             form.append("You did it");
18.         }
19.     });
20.     group = new ChoiceGroup("Chocolate
Prefs", Choice.MULTIPLE);
21.     group.append("White", null);
22.     group.append("Milk", null);
23.     group.append("Bittersweet", null);
24.     group.append("Dark", null);
25.     form.setItemStateListener(new
ItemStateListener() {
26.         public void itemStateChanged(Item
item) {
27.             form.append("You made a
choice");
28.         }
29.     });
30.
31.     form.append(group);
32.
Display.getDisplay(this).setCurrent(form);
33. }
```

- A. The Chocolate Prefs choice is never displayed to the user.
- B. Compilation fails due to a problem with code related to event handling.
- C. The text "You made a choice" is displayed immediately after the user makes a selection.
- D. The user can select more than one type of chocolate.
- E. An exception occurs at runtime due to a problem related to the event handling code.
- F. Anonymous inner classes must NOT be used as event handlers within a MIDlet.

Correct Answer: CD

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#### QUESTION 4

Click the Exhibit button. Which two are true? (Choose two.)

```
// in class A
23. public void commandAction(Command c,
    Displayable s) {
24.     form.append("You did it.");
25.     Thread t = new Thread(this);
26.     t.start();
27.     form.append("done with action");
28. }
29.
30. public void run() {
31.     // process work over HTTP connection
32.     //....
40. }

// in class B
13. public void commandAction(Command c,
    Displayable s) {
14.     form.append("You did it.");
15.     // process work over HTTP connection
16.     //....
20.     form.append("done with action");
21. }
```

- A. In class A, no new events will be delivered to the application until after the commandAction() method completes.
- B. The event-handling mechanism in class A allows multiple command events to be delivered to the application in parallel.
- C. The commandAction() method code in class B is compliant with the event-handling approach recommended in the MIDP 2.0 specification.
- D. The commandAction() method code in class A is NOT guaranteed to be portable across all MIDP 2.0-compliant devices.
- E. In class B, no new events will be delivered to the application until after the commandAction() method completes.
- F. The event-handling in class A will NOT print done with action until after the run() method has completed.

Correct Answer: AE

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## QUESTION 5

What is the result if a call to `serviceRepaints()` triggers a separate thread to invoke `paint()`?

- A. An exception is thrown at runtime.
- B. The system may deadlock if the caller to `serviceRepaints()` holds a lock that is also needed by `paint()`.
- C. A deadlock always occurs.
- D. MIDP is thread-safe. There will never be a deadlock.

Correct Answer: B

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