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QUESTION 1

Given the MIDlet code:

15.

```
boolean main_called;
```

16.

```
public static void main(String args[]) {
```

17.

```
main_called = true;
```

18.

```
}
```

19.

```
public void startApp() {
```

20.

```
int a;
```

21.

```
if (true == main_called) {
```

22.

```
a = 1;
```

23.

```
} else {
```

24.

```
a = 5;
```

25.

```
}
```

26.

```
}
```

What is the result?

A. A compilation error occurs when compiling this source.

- B. An error occurs at compile time.
- C. The source compiles. The MIDlet is started and a = 1.
- D. The source compiles. The MIDlet is started and a = 5.
- E. The source compiles. The application management system will not load this MIDlet.

Correct Answer: D

QUESTION 2

How does a TiledLayer determine the sequence of frames in animated tiles?

- A. The tile to be displayed must be set during each frame of the animation.
- B. They CANNOT be set. Animation is possible only with a Sprite.
- C. The sequence of frames is obtained from the location in the source image.
- D. The sequence of frames is obtained from an animated Sprite.

Correct Answer: A

QUESTION 3

Given:

12.

```
canvas.repaint(x1,y1,wd,ht);
```

13.

```
canvas.repaint(x2,y2,wd,ht);
```

14.

canvas.serviceRepaints(); Which two are true? (Choose two.)

- A. serviceRepaints() blocks waiting for paint() to return.
- B. paint() is called three times, once for each repaint() and once for serviceRepaints().
- C. paint() is always called twice, once for each repaint() request.
- D. If the two regions specified in repaint() overlap, repaint() may attempt to paint the union of the two areas.

Correct Answer: AD

QUESTION 4

Which is true about a Ticker object?

- A. The Ticker can be started and stopped through methods in the API.
- B. Direction and speed of scrolling can be controlled through methods in the API.
- C. A Ticker may be shared by several Displayable objects.
- D. Ticker is a subclass of Screen.

Correct Answer: C

QUESTION 5

How would a MIDlet that uses a GameCanvas efficiently update only a small region of the screen, from the data in the off-screen buffer?

- A. call flushGraphics(int, int, int, int) that specifies the region to be flushed
- B. call serviceRepaints() and set a clip region on the Graphics object in paint()
- C. Pixels that are NOT to be flushed should be made transparent.
- D. write extra code to coalesce the flushGraphics() calls over many loops into one call

Correct Answer: A

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