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QUESTION 1

Given the MIDlet code:

7.

 String s = System.getProperty("microedition.configuration");

8.

 if (!s.equals("CLDC-1.1")) {

9.

 s = "CLDC-1.1";

10.

 }

11.

 System.setProperty(s); Which statement is true?

A. SecurityException is thrown at runtime.

B. Property is set to "CLDC-1.1."

C. Compilation fails because of an error in line 11.

D. Compilation fails because of an error in line 7.

Correct Answer: C

QUESTION 2

Which is true regarding the javax.wireless.messaging package?

A. Message objects are assumed always to be blocks of binary data.

B. The messaging protocols that use this API are typically store-and-forward.

C. This API is designed to run exclusively on the GSM SMS protocol.

D. Messages are usually lost if the recipient is not connected at the time of sending.

Correct Answer: B

QUESTION 3

Which is false about untrusted MIDlet suites?

A. Untrusted MIDlet suites may access protected APIs or functions if given explicit user permission.

B. JTWI devices must treat all MIDP 1.0 suites as untrusted.

C. JTWI devices must treat all MIDP 2.0 suites as trusted.

D. An untrusted MIDlet suite does not request permissions explicitly in the JAR manifest or the application descriptor.

Correct Answer: C

QUESTION 4

What are the rules for the look and feel of the user interface components?

A. The user interface always looks exactly as it does in the MIDP Reference Implementation.

B. The user interface look and feel may be drastically different on different devices.

C. The dimensions of all the user components are always the same on any device, even if they look different.

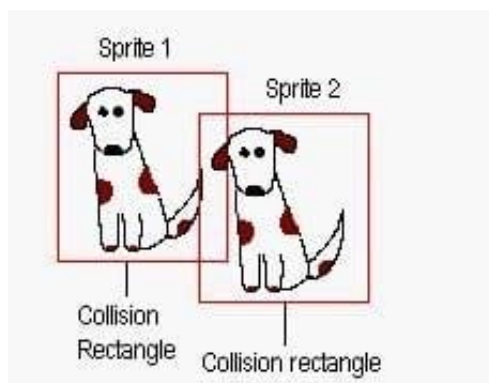D. The user interface is always in monochrome, so the developer should NOT use color.

Correct Answer: B

QUESTION 5

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 6

An open record store, rs, contains five records with record IDs 1, 2, 3, 4, and 5.

1.

 byte[] data = new byte[10];

2.

3.

 for (int i = 1; i data.length)

6.

 data = new byte[rs.getRecordSize(i)];

7.

 rs.getRecord(i, data, 0);

8.

 System.out.println(new String(data));

9.

 }

If record ID 3 is deleted, and the code is run, what is the result?

A. This code generates a RuntimeException.

B. This code runs without any errors.

C. This code generates a NullPointerException.

D. This code generates an InvalidRecordIDException.

E. This code generates a RecordIDException.

Correct Answer: D

QUESTION 7

Which two guarantee a wireless message will be removed from the incoming message buffer by the Application Management Software? (Choose two.)

A. The user denies permission to execute the application.

B. The incoming message buffer is full.

C. The message does NOT pass the filter defined in the connection URL.

D. The application has processed the incoming message.

Correct Answer: CD

QUESTION 8

Given:

14.

 Canvas canvas;

15.

 // ...

24.

 canvas.repaint(10,10,20,20);

25.

 canvas.serviceRepaints();

What occurs when serviceRepaints() is called?

A. The application blocks until the repaint() method returns.

B. The application immediately calls the paint() method.

C. The application blocks until the paint() method returns.

D. The application immediately calls the repaint() method.

Correct Answer: C

QUESTION 9

Click the Exhibit button.

Given a MIDlet suite with the JAD and the manifest files, what is the behavior of a JTWI- compliant device that tries to download the MIDlet suite?

```
JAD file:

  1. MIDlet-1: MyMIDlet, MyMIDlet.png,
MyMIDlet
  2. MIDlet-Jar-Size: 44540
  3. MIDlet-Name: MyFirstMIDlet
  4. MIDlet-Jar-URL:
http://mywebserver.com/mymidlets/MyMIDlet.jar
  5. MIDlet-Vendor: MyCompany
  6. MIDlet-Version: 1.0
  7. MicroEdition-Profile: MIDP-2.0
  8. MicroEdition-Configuration: CLDC-1.0


Manifest file:

  1. MIDlet-Name: MyFirstMIDlet
  2. MIDlet-Vendor: MyCompany
  3. MIDlet-Version: 1.0
  4. MicroEdition-Profile: MIDP-2.0
```

A. The device does NOT install the MIDlet suite because of an attribute mismatch.

B. The device installs the JAD file, but does NOT install the JAR file.

C. The device does NOT install the JAD file.

D. The device installs the MIDlet suite.

Correct Answer: D

QUESTION 10

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 11

Assume a particular JTWI phone supports server socket connections. A MIDlet running on the phone attempts to register a connection using:

PushRegistry.registerConnection(connection, midlet, filter);

Assume connection, midlet, and filter are NOT null. The statement is executed and throws a ConnectionNotFoundException.

What causes the exception?

A. The specified MIDlet does NOT exist.

B. The syntax of connection is invalid.

C. The phone does NOT support push connections using server sockets.

D. The requested connection is already registered.

Correct Answer: C

QUESTION 12

Which two are true? (Choose two.)

A. GameCanvas provides an off-screen buffer.

B. GameCanvas extends Canvas and is NOT abstract.

C. GameCanvas provides the ability to get the states of the physical keys of the device.

D. GameCanvas can render only Sprite and Layer objects.

Correct Answer: AC

QUESTION 13

A MIDlet suite is signed using X.509 PKI. Which encoding format must be used for the certificate entries in the JAD file?

A. binary

B. none

C. base64

D. yEnc

Correct Answer: C

QUESTION 14

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 15

A mobile application developer is trying to increase the performance of a game using the MIDP Game API. Which two are legal, valid approaches that fulfill the developer\\'s goal? (Choose two.)

A. restrict the number of frames per Sprite to one

B. base collision detection on rectangle boundaries

C. always ensure that the view window is larger than the visible screen

D. implement keyPressed(), keyReleased(), and keyRepeated()

E. poll for key states only when necessary

Correct Answer: BE