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Exam : **1Z0-869**

Title : Java Mobile Edition 1 Mobile
Application Developer
Certified Professional Exam

Version : Demo

1.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

Answer: A

2.Which three are true.? (Choose three.)

- A. A MIDlet suite consists of only one JAR file.
- B. Different MIDlet suites can share data with each other.
- C. A MIDlet suite can have more than one class that extends the MIDlet class.
- D. A MIDlet suite is an array of MIDlet objects.
- E. The names of MIDlet classes that belong to different MIDlet suites must be different.

Answer: A,B,C

3.Which method is initially called when the MIDlet starts in response to a push notification?

- A. PushRegistry.listConnections()
- B. PushRegistry.notifyIncomingConnection()
- C. MIDlet.startApp()
- D. MIDlet.notifyApp()
- E. MIDlet.pushApp()
- F. MIDlet.resumeRequest()

Answer: C

4.Given:

```
21. TextField tf = new TextField("Memo", "", 50, TextField.ANY);
22. DateField df = new DateField("Date", DateField.DATE_TIME);
23. Form fm = new Form("Form demo");
24. Command cmCount = new Command("Word count", Command.ITEM, 1);
25. Command cmExit = new Command("Exit", Command.EXIT, 1);
26.
27. tf.addCommand(cmCount);
28. fm.append(df);
29. fm.append(tf);
30. fm.addCommand(cmExit);
31. fm.setCommandListener(this);
```

Which is true?

- A. An exception is thrown at runtime.
- B. The cmCount and cmExit commands is always available on fm, regardless of which Item is active.
- C. Compilation fails.
- D. The cmCount command is available only when tf is the active Item.
- E. The cmExit command is available only when df is the active Item.

Answer: D

5. Click the Exhibit button.

What is the result?

```

5. public class MyTimerMidlet extends MIDlet
{
6.     private Form myForm;
7.     private Timer timer;
8.     private MyTimerTask tt;
9.     int count = 0;
10.    //...
24.    public void MyTimerMidlet() {
25.        myForm = new Form("My Timer Midlet");
26.        myForm.append("waiting...");
27.        timer = new Timer();
28.        tt = new MyTimerTask();
29.        timer.schedule(tt, new Date(),
10000);
30.    }
31.
32.    public void startApp() {
33.        //...
40.    }
41.    //...
49.    private class MyTimerTask extends
TimerTask {
50.        public void run() {
51.            myForm.set(0, new StringItem("",
"run count: " + ++count));
52.            timer.cancel();
53.        }
54.    }
55. }

```

- A. myForm contains the string "run count: 2".
- B. An exception is thrown at runtime.
- C. myForm contains the string "run count: 0".
- D. myForm contains the string "run count: 1".
- E. myForm contains the string "waiting...".

Answer: D

6. Given:

```

10. MessageConnection conn;
11.
12. public void startApp() {
13. try {
14. conn = (MessageConnection) Connector.open("cbs://:3382");
15. //...
17. } catch (Exception e) {
18. //...
20. }
21. }
22.
30. public void run() {
31. Message msg = conn.receive();
32. //...

```

```
40. conn.send(msg);
41. }
```

What is the result?

- A. An error at line 40 causes an exception at runtime.
- B. An error at line 14 causes compile to fail.
- C. An error at line 31 causes an exception at runtime.
- D. The code successfully sends a message.
- E. An error at line 14 causes an exception at runtime.

Answer: A

7.DRAG DROP

Click the Task button. Place each player state next to its description.

Place each player state next to its description.

Descriptions

Place here.	does not have enough information to acquire all resources
Place here.	has enough information to acquire all resources
Place here.	may need to acquire scarce or exclusive resources, fill buffers
Place here.	is running and processing data
Place here.	has released most of its resources

Player States

CLOSED
PREFETCHED
REALIZED
STARTED
UNREALIZED

Answer:

Place each player state next to its description.

Descriptions

UNREALIZED	does not have enough information to acquire all resources
REALIZED	has enough information to acquire all resources
PREFETCHED	may need to acquire scarce or exclusive resources, fill buffers
STARTED	is running and processing data
CLOSED	has released most of its resources

Player States

CLOSED
PREFETCHED
REALIZED
STARTED
UNREALIZED

8. Given the push connection string:

MIDlet-Push-1: socket://:79, com.sun.example.SampleChat, 192.3?.?.*

Which two addresses are allowed to push connection notifications to the application? (Choose two.)

- A. 192.31.101.1
- B. 192.32.1.101
- C. 192.310.101.1

- D. 192.3.1.101
- E. 192.31.1.1
- F. 192.310.10.1

Answer: B,E

9.A MIDlet has entered the paused state. Which is a valid action to attempt to make it active?

- A. The MIDlet cannot revert back to the active state.
- B. The MIDlet calls resumeRequest() through a timer.
- C. The MIDlet calls its own startApp() method.
- D. The MIDlet has to wait quietly to be rescheduled.

Answer: B

10.Which two are true for List? (Choose two.)

- A. You can add Command objects to a List without registering a CommandListener.
- B. Images and text in a List CANNOT be changed once the List is created.
- C. Traversing and scrolling in a List causes events that can be programmatically detected.
- D. A CommandListener must be registered for the application to recognize user selections in a List.

Answer: A,D

11.Given:

```
15. String addr = "sms://+14155557296";
16. MessageConnection conn
17. = (MessageConnection) Connector.open(addr);
18. // insert code here
19. message.setPayloadData(imageBytes);
```

Assume imageBytes is a valid byte array.

Which statement, inserted at line 18, causes the rest of the code fragment to compile correctly?

- A. Message message = new BinaryMessage();
- B. BinaryMessage message = (BinaryMessage) conn.newMessage(MessageConnection.BINARY_MESSAGE);
- C. Message message = conn.newMessage(MessageConnection.BINARY_MESSAGE);
- D. BinaryMessage message = new BinaryMessage();

Answer: B

12.Given:

```
10. //...
20. try {
21. Hashtable table = new Hashtable();
22. for (;;) table.put(new Object(), new Object());
23. } catch (OutOfMemoryException e) {
24. Display.getDisplay().setCurrent(new Alert("Out of Memory!"));
25. }
26. //...
```

Which is true?

- A. Out of Memory! is printed to the system console.
- B. An exception is thrown at runtime but there is no guarantee an alert will be shown to the user.
- C. Compilation fails.
- D. The program hangs at line 22.

Answer: B

13.obscure is a content type unsupported on a device that executes:

- ```
10. String locator = "http://foobar.sun.com/content.obscure";
11. Player player = Manager.createPlayer(locator);
```

Which is true?

- A. The file is interpreted as an HTML file.
- B. An exception is thrown at runtime.
- C. The file is interpreted as an ASCII file.
- D. player is set to null.

**Answer: B**

14.Click the Exhibit button.

NewsMIDlet and CalendarMIDlet are in different MIDlet suites. Neither has any static push registrations. Suppose NewsMIDlet registers dynamically for datagram push notifications on port 79.

What happens if a method CalendarMIDlet.init() attempts to open a UDPDatagramConnection on port 79?

Assume two MIDlets in the same suite, NewsMIDlet and CalendarMIDlet, are the only MIDlets installed on a JTWI device. Also assume this suite contains no static push registrations.

Given a method registerPush() in a MIDlet called NewsMIDlet:

```
20. public void registerPush() {
21. try {
22. // Dynamically register for datagram push
connections.
23. UDPDatagramConnection conn
24. = (UDPDatagramConnection)
Connector.open("datagram://");
25. String connectionString
26. = "datagram://:" + conn.getLocalPort();
27. PushRegistry.registerConnection(connectionString);
28. }
}
```

And, given a method init() in a MIDlet called CalendarMIDlet:

```
50. public void init() {
51. try {
52. DatagramConnection dc
53. = (DatagramConnection)
Connector.open("datagram://:79");
54. }
}
```

Now assume that

- ? NewsMIDlet starts, registerPush() runs without exception, and NewsMIDlet finishes and remains on the phone.
- ? CalendarMIDlet is started right after NewsMIDlet finishes, and init() runs.

- A. init() succeeds without user confirmation, and removes NewsMIDlet's registration for datagram push connections.
- B. init() fails to open the connection.

C. init() succeeds only with user confirmation.

D. init() succeeds without user confirmation, and leaves untouched NewsMIDlet's registration for datagram push connections.

**Answer: B**

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

A. yEnc

B. binary

C. none

D. base64

**Answer: D**

16.Which is true for Item?

A. The same Command may occur on more than one Item.

B. The same Item may be appended to more than one Form at the same time.

C. When adding a Command to an Item, specifying a command type other than Command.ITEM results in a compilation failure.

D. Minimum and preferred size CANNOT be changed once an Item is created.

**Answer: A**

17.Which two are true about errors and exceptions in a CLDC-compliant virtual machine? (Choose two.)

A. A CLDC-compliant virtual machine must NOT throw a VirtualMachineError.

B. Developers are NOT allowed to handle errors.

C. Developers do NOT receive asynchronous exceptions from a CLDC-compliant virtual machine.

D. Developers must throw only checked (non-runtime) exceptions.

E. Rather than throwing the Error class specified by the Java Language Specification, the CLDC-compliant virtual machine may throw a CLDC-supported superclass.

**Answer: C,E**

18.A Player plays a sound after start() is called. Which is the most efficient way to pause the playback so that it may be started as soon as possible when required?

A. call setRate(0) on the player

B. call stop() on the player

C. call close() on the player

D. call System.gc() to collect those resources marked for garbage collection

**Answer: B**

19.Which two are true about record stores? (Choose two.)

A. If two MIDlet suites each have a record store with the same name, then those suites CANNOT share those identically named record stores.

B. A MIDlet CANNOT access a given record store using multiple simultaneous threads.

C. Record store names are case sensitive.

D. The API does NOT provide locking operations for record stores.



E. MIDlet suites that contain shared record stores are identified by using attributes from that suite's JAR file.

**Answer:** C,D

20.Which two are true about class file verification as defined by the CLDC specification? (Choose two.)

- A. Verification is NOT required.
- B. Verification can use a custom implementation.
- C. Verification is completed at compile time and no further verification is necessary.
- D. Verification can use the same implementation as defined in the JVM specification.

**Answer:** B,D

21.Which JAD attribute must be present to begin the MIDlet suite authentication process using X.509 PKI?

- A. MIDlet-Permission
- B. MIDlet-Jar-RSA-SHA1
- C. MIDlet-Certificate-n-m
- D. MIDlet-Permission-Opt

**Answer:** B

22.A suite is signed with a X.509 PKI certificate. The root certificate is not present in the device's keystore. What is the installation result?

- A. The JAD file is rejected. Installation fails.
- B. The JAD file is rejected. It installs in the untrusted domain.
- C. Authentication fails. It installs in the untrusted domain.
- D. Authentication fails. Installation fails.

**Answer:** D

23.Which two are true regarding error handling for classes that exist in both CLDC and J2SE? (Choose two.)

- A. The set of error classes is essentially the same in CLDC and J2SE.
- B. The set of error classes is much reduced in CLDC to help reduce the overhead of the JVM.
- C. If a class throws an error in CLDC, it should throw the same error as in J2SE or its nearest superclass.
- D. There is no correspondence between the errors defined by CLDC and J2SE because the needs of CLDC and J2SE are so different.

**Answer:** B,C

24.DRAG DROP

Click the Task button.

Place the appropriate platform label on the class name. If the class exists in both CLDC and J2SE, choose the "Exists in BOTH..." option, regardless of whether the package names are different.

Place the appropriate platform label on the class name.

If the class exists in both CLDC and J2SE, choose the "Exists in BOTH..." option, regardless of whether the package names are different.

| Class                | Platform                     |
|----------------------|------------------------------|
| StreamConnection     | Exists ONLY in CLDC          |
| BufferedOutputStream | Exists ONLY in J2SE          |
| ThreadGroup          | Exists in BOTH CLDC and J2SE |
| Thread               |                              |
| ArrayList            |                              |
| Stack                |                              |
| Calendar             |                              |

**Answer:**

Place the appropriate platform label on the class name.

If the class exists in both CLDC and J2SE, choose the "Exists in BOTH..." option, regardless of whether the package names are different.

| Class                        | Platform                     |
|------------------------------|------------------------------|
| Exists ONLY in J2SE          | Exists ONLY in CLDC          |
| Exists ONLY in CLDC          | Exists ONLY in J2SE          |
| Exists ONLY in CLDC          | Exists in BOTH CLDC and J2SE |
| Exists in BOTH CLDC and J2SE |                              |
| Exists ONLY in CLDC          |                              |
| Exists in BOTH CLDC and J2SE |                              |
| Exists in BOTH CLDC and J2SE |                              |

25. Which two methods are available in both the low-level and high-level APIs? (Choose two.)

- A. getLayout()
- B. getTitle()
- C. isShown()
- D. setFullscreenMode()

**Answer:** B,C

26. Click the Exhibit button.

Given the GameCanvas code:

```

10. public void run() {
11. try {
12. Graphics g = getGraphics();

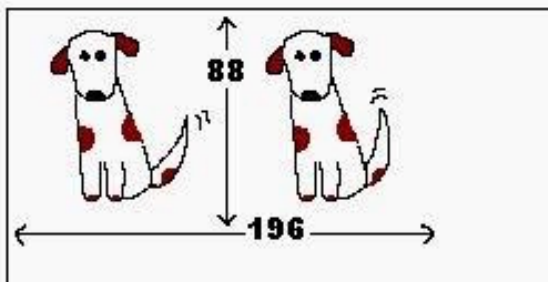
```

```

13. Image dog = Image.createImage("/dog.png");
14. Sprite s = new Sprite(dog, 98, 88);
15. s.setPosition(0,0);
16. while (gameActive) {
17. s.setFrame(0);
18. s.paint(g);
19. flushGraphics();
20. s.setFrame(1);
21. s.paint(g);
22. flushGraphics();
23. }
24. } catch (Exception ex) {
25. //...
31. }
32. }

```

Assuming that gameActive is true, and that run() is called as a result of a new thread's start() invocation, what is the result?



- A. An exception is thrown at runtime because of an error with the arguments to the Sprite constructor.
- B. An IndexOutOfBoundsException occurs due to an error in line 17 or line 20.
- C. The dog on the left side of the image file appears on the display, but the dog on the right side is never seen.
- D. Compilation fails because Sprite does NOT have a paint(Graphics g) method.
- E. An animation appears that continuously cycles between the two versions of the dog.

**Answer: E**

27. Given:

```

10. //...
20. int[] foo = new int[10000];
21. foo = null;
22. System.gc();
23. //...

```

Which is true once the program execution reaches line 23?

- A. The garbage collector suspends the program until more memory becomes available.
- B. The garbage collector CANNOT reclaim the memory allocated to foo because the reference is nulled out.
- C. The garbage collector is triggered and memory is guaranteed to be reclaimed.

D. The garbage collector is triggered but there are no guarantees that any memory has been reclaimed.

**Answer: D**

28. What is the minimum number of received SMS messages that a JTWI device must be able to concatenate?

- A. 5
- B. 32
- C. 10
- D. 3
- E. no minimum

**Answer: D**

29. 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. form.append(group);
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.

**Answer: C,D**

30. Which three statements are true regarding the handling of wireless connections? (Choose three.)

- A. Devices can only support one HttpURLConnection at a time; therefore, network access from

multiple threads must be serialized.

B. The connection could unexpectedly terminate while processing the input or output streams.

C. Performing network operations on the same thread used by the display is likely to block refreshes of the display until the network operations complete.

D. A network connection could interfere with other services on the device, such as the ability to receive phone calls or SMS on a phone.

E. Network connections should never be performed on a separate thread, so problems can be handled quickly.

**Answer:** B,C,D