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QUESTION 1

Which two can a developer use to create a Timer that will go off in 5 seconds, repeating every 3 seconds? (Choose two.)

- A. `timer.schedule(timerTask, new Date().getTime() + 5000, 3000);`
- B. `timer.scheduleAtFixedRate(timerTask, 5, 3);`
- C. `timer.schedule(timerTask, 5000, 3000);`
- D. `timer.schedule(timerTask, 5, 3);`
- E. `timer.scheduleAtFixedRate(timerTask, 5000, 3000);`

Correct Answer: CE

QUESTION 2

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.

Correct Answer: BD

QUESTION 3

Given:

21.

```
MessageConnection mc;
```

22.

```
mc = (MessageConnection) Connector.open("sms://:6222");
```

23.

```
mc.setMessageListener(this);
```

24.



```
reader = new MsgReader();
```

25.

```
new Thread(reader).start();
```

26.

```
//...
```

35.

```
public void notifyIncomingMessage(MessageConnection mc2) {
```

36.

```
//...
```

40.

```
}
```

41.

```
//...
```

50.

```
class MsgReader implements Runnable {
```

51.

```
//...
```

55. }

Which two are true? (Choose two.)

- A. This MIDlet uses asynchronous WMA message handling.
- B. This MIDlet must contain a call to PushRegister.registerConnection().
- C. This MIDlet typically includes a method call such as: mc.receive().
- D. This MIDlet must have a MIDlet-Push- entry in its JAD file.
- E. This MIDlet uses synchronous WMA message handling.

Correct Answer: AC

QUESTION 4

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

Correct Answer: B

QUESTION 5

Which two are true about developing a MIDP 2.0-compliant user interface? (Choose two.)

- A. `TextBox` is not a portable UI Displayable.
- B. `Canvas` is considered part of the low-level user interface API.
- C. Support for starting threads in an event handler is not guaranteed across all devices.
- D. The only way to guarantee that text displays properly on the screen is to use the low-level API and draw the string directly in the `paint()` method.
- E. Double-buffering is not guaranteed when using `Canvas`.
- F. `Command` instances are always mapped to soft buttons on the device.

Correct Answer: BE

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