



1Z0-869^{Q&As}

Java Mobile Edition 1 Mobile Application Developer Certified
Professional Exam

Pass Oracle 1Z0-869 Exam with 100% Guarantee

Free Download Real Questions & Answers **PDF** and **VCE** file from:

<https://www.geekcert.com/1z0-869.html>

100% Passing Guarantee
100% Money Back Assurance

Following Questions and Answers are all new published by Oracle
Official Exam Center

- ⚙️ **Instant Download** After Purchase
- ⚙️ **100% Money Back** Guarantee
- ⚙️ **365 Days** Free Update
- ⚙️ **800,000+** Satisfied Customers





QUESTION 1

Which two are true about MIDlet suite provisioning? (Choose two.)

- A. A JTWI-compliant device must support HTTP 1.1.
- B. A JTWI-compliant device must support HTTP 1.0.
- C. A JTWI-compliant device must support HTTP 1.1 and cookies.
- D. A JTWI-compliant device must support HTTP authentication.

Correct Answer: AD

QUESTION 2

The developer is designing a game that uses the LayerManager and Sprite classes. Three Sprite objects are added to a LayerManager object and a call is placed to the LayerManager.paint(Graphics, x, y) method. In what order are the Sprite objects rendered to the device display?

- A. The Sprites are rendered in an implementation specific manner.
- B. The Sprites are rendered in a random order.
- C. The Sprites are rendered in order of descending index.
- D. The Sprites that are animated are rendered first.

Correct Answer: C

QUESTION 3

Which is true about CLDC support for accessing system property information?

- A. Full support for java.util.Properties is available within CLDC.
- B. CLDC supports a subset of java.util.Properties and also provides additional property information using System.getProperty().
- C. CLDC supports a subset of java.util.Properties.
- D. Property information is available in CLDC using System.getProperty().

Correct Answer: D

QUESTION 4

Which two are true? (Choose two.)



- A. GameCanvas always needs a separate thread to draw anything on the screen.
- B. paint() is never called for GameCanvas subclasses.
- C. Canvas.serviceRepaints() and Canvas.callSerially() can be used to create a constant frame-rate animation loop.
- D. Synchronous painting to the device display is possible with GameCanvas.

Correct Answer: CD

QUESTION 5

Click the Exhibit button. The application has a single Displayable object. Which two are true? (Choose two.)



- A. The Exit command must have been set with a priority equal to or greater than the examollectionvce.com Leaders in IT Certification 85 priorities of commands Go, Foo, and Bar.
- B. The program code did NOT necessarily specify the location of the Exit button.
- C. If Go, Foo, and Bar are all Command objects, each may have its own separate CommandListener object.
- D. In the MIDlet code, a Command object of type Command.MENU must have been created.
- E. If Go is a Command object, it is possible that another device would map Go to a button on the device (as opposed to a menu list).

Correct Answer: BE

[Latest 1Z0-869 Dumps](#)

[1Z0-869 PDF Dumps](#)

[1Z0-869 VCE Dumps](#)