

# IT-DUMPS Q&A

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**Exam : MB4-211**

**Title : Solomon 6.0 Customization  
Manager**

**Version : DEMO**

**1.Which of the following controls are typically bound to database fields?**

- A.Frame
- B.Text box
- C.Button
- D.Combo box

**Correct:B D**

**2.For controls that will be displayed as columns in a grid, what determines which control will be the left most column?**

- A.The first field that is placed on the panel.
- B.The control on the panel with the lowest TabIndex value.
- C.The field that is physically closest to the upper left hand corner of the panel.
- D.The control on the panel with the lowest ColumnIndex property value.

**Correct:B**

**3.How can you select an object in a screen?**

- A.Left click on the object to give it focus.
- B.Select the object from the Object Name and Control field at the top of the Properties window.
- C.Type the object name in the Name property field, when you leave the field the properties window will switch to that control.
- D.Select the object from the list of objects on the customization menu on the Solomon toolbar.

**Correct:A B**

**4.Customization Manager is designed to allow you to do which of the following actions?**

- A.Create new applications.
- B.Go through the standard Solomon fields in a screen and physically delete the fields that are not needed.
- C.Implement field level security.
- D.Add additional database fields to existing Solomon tables.

**Correct:C**

**5.You need to test or demonstrate a new customization on a screen at a level that already has customizations but you don want the new customization to be permanent. How can this be done?**

- A.Don save the new customization.
- B.Tell Solomon to save the customization in the Custom2 table.
- C.Delete the customization from the CustomVBA table when you are finished testing or demonstrating.
- D.Check the Temporary check box at the bottom of the Select Customization Level screen.

**Correct:A**

**6.Which of the following statements are true about how levels function in Customization Manager?**

- A.The Self level will results in screens opening with all customization levels for the screen being loaded.
- B.The Standard level can be used to identify if a customization is causing an error in a screen.
- C.After creating customizations for a screen the last thing you must do is set the Level to store the customization at the desired level.
- D.Levels can be used when implementing field level security.

**Correct:A B D**

**7.Which Customization Level will allow a screen to open with customizations applied but will never allow you to add new customizations or modify existing customizations at that level?**

- A.Standard
- B.Supplemental Product

- C.All User
- D.One User

**Correct:B**

**8.How can you tell what properties have been modified for an object?**

- A.While in Customize mode the control has an asterisk next to it.
- B.Use Query Analyzer to look at the customization record in the CustomVBA table.
- C.Use the Customized Property Browser window.
- D.Export the customization and review the file that is created.

**Correct:C D**

**9.If you wanted to use Microsoft Query Analyzer to look at customizations, which statement identifies where you might need to look?**

- A.CustomVBA table in the System database
- B.CustomVBA table in the Application database
- C.Custom2 table in the Application database
- D.CustomVBA and the Custom2 tables in the System database.

**Correct:D**

**10.When using Customization Manager the order in which to create a customization is important. What is the correct sequence of steps for creating any customization?**

- A.Turn on Customize Mode, open the screen that is being customized, make the modifications, save the changes, and turn off Customize Mode.
- B.Open the screen that is being customized, turn on Customize Mode, make the modifications, select the proper level, save the customization, and turn off Customize Mode.
- C.Select the proper level, open the screen that is being customized, turn on Customize Mode, make the modifications, save the customization, and turn off Customize Mode.
- D.Turn on Customize Mode, select the proper level, open the screen that is being customized, make the modifications, save the customization, and turn off Customize Mode.

**Correct:C**