

Adobe® Certified Expert Program

Product Proficiency Exam Bulletin

Adobe® Flash® CS5

Exam # 9A0-148

ACE Certification Checklist

The checklist below will help guide you through the process of obtaining ACE certification.

- Review this bulletin to become familiar with the topic areas and objectives of the exam.
- Identify the topic areas and objectives you need to study.
- Determine which study materials you need to improve your skills.
- For a list of recommended study materials, visit:
<http://www.adobe.com/misc/training.html>
- Study for the exam.
- Contact Pearson VUE to register for an exam: *<http://www.pearsonvue.com/adobe>*
- When registering for the exam, refer to the exam number located at the top of this bulletin.
- Take the exam. Your score is electronically reported to Adobe and will also be displayed when you complete your exam.
- Upon passing the exam, your certificate will be sent to you via email. Please ensure that you have provided an accurate email address.
- You can update your certification profile by going to: <http://www.adobe.com/support/certification/community.html>. You will need the information provided on your score report to create a user account.

Exam Structure

The following lists the topic areas and percentage of questions delivered in each topic area:

Topic Area	% of Exam	# of Questions
Planning and designing Flash applications	16%	8
Creating and managing assets	18%	9
Creating Flash interactive and visual output	35%	17
Programming with ActionScript 3.0	16%	8
Testing Flash applications	6%	3
Publishing and deploying Flash applications	9%	4

Number of Questions and Passing Score

- 49 questions
- 70% minimum required to pass

Test Content: Topic Areas and Objectives

Following is a detailed outline of the information covered on the exam.

1. Planning and designing Flash applications

- Given a requirement based on your audience, determine the appropriate Flash features and options used to meet the needs of your audience and target platform. (Audience requirements include: publishing to AIR, accessibility, player version)
- Given a scenario, explain how Flash can be used in an application. (Scenarios, include: Creating a banner, full Web application, mobile application, desktop AIR application, or visual element)
- Given an asset type, explain the benefit of that asset type for a given application. (Asset types include: raster, vector, FXG, XFL)
- Understand the benefits and uses of FLA source files versus XFL packages.

2. Creating and managing assets

- Given an option in the Library panel, explain the purpose of and how to use that option.
- Given a tool, work with an existing asset by using that tool. (Tools include: Transform, 3D Rotation, Bone)
- Import external assets into Flash. (External assets include: XFG, XFL, Photoshop files, Illustrator files, and images)
- Create and manage text fields by using the Text tool including using the Text Layout Framework.
- Embed and manage fonts. (Methods include: using the Font Embedding dialog box, library)

- Given an asset, convert that asset to a symbol and explain the capabilities of that symbol.
- Given a component, explain the purpose of or how to use that component.
- Edit the skin of a component.
- Manage performance by utilizing bitmap techniques.

3. Creating Flash interactive and visual output

- Given a tool, create a shape by using that tool. (Tools include: Deco, Spray Brush, Rectangle Primitive)
- Given an asset, modify individual properties to achieve specific design requirements. (Design requirements include: advanced text controls including anti-aliasing, stroke control and styling)
- Create animations by using the Timeline.
- Edit animations by using the Motion Editor.
- Create and use Motion Presets.
- Incorporate and manage audio and video in your movie.
- Apply filters and effects to Movie Clips and text.
- Add queue points to the FLV playback component on the stage for synchronized content.
- Add basic interactivity by using code snippets.

4. Programming with ActionScript 3.0

- Given an ActionScript class, create an instance from and work with the properties of that class.
- Given an object-oriented concept, explain the definition of or purpose associated with that concept. (Object-oriented concepts include: Classes, Interfaces, Inheritance, Polymorphism, and Packages)
- Create custom classes. (Options include: Extending, Subclassing)
- Explain how to use the Document class.
- Load and use content and data from external sources. (Sources include: XML, SWF, and remote objects)
- Create code snippets.
- List and describe the benefits and limitations of code hinting.
- Understand the use of the ExternalInterface class for execution with JavaScript.

5. Testing Flash applications

- Recognize effective optimization considerations when testing and debugging Flash applications.
- Test an application by using Device Central, AIR Debug Launcher, or within Flash Pro.
- Given a Debug panel, explain how to use that panel. (Panels include: Debug Console, variables, output)

6. Publishing and deploying Flash applications

- Given a scenario, select the appropriate Publish settings to deploy a Flash movie. (Scenarios include: Web delivery, AIR, mobile)
- Understand the publish settings. (Publish settings include: HTML container page, script settings, SWF settings)
- Understand the implications of and how to implement cross-domain security for SWF, data, and visual assets.
- Understand how to enable and explain the limitations of functionality related to full-screen.

Practice Exam

Try out these practice questions to get a feel for the types of questions on the ACE exam. Please note that your performance here does not indicate how you will do on the actual exam. To fully prepare for the exam, closely review the topic areas and objectives in this Exam Bulletin.

Given a tool, work with an existing asset by using that tool. (Tools include: Transform, 3D Rotation, Bone)

You have a project that you have just completed and would like to remove any library items that did not make it into the final project. Which option in the library panel would assist you?

- A. Project Clean
- B. Select Unused Items
- C. Delete Unused Items
- D. Optimize Project

Correct answer: B

Create and manage text fields by using the Text tool including using the Text Layout Framework

Which TextField type automatically embeds font outlines?

- A. Input
- B. Dynamic
- C. Static
- D. Editable

Correct answer: C

Create animations by using the Timeline

You have a rectangle on the stage and would like to animate the rectangle changing it into a circle. Which type of Tween would accomplish this?

- A. Motion
- B. Effect
- C. Shape
- D. Morph

Correct answer: C

Given an ActionScript class, create an instance from and work with the properties of that class

How would you create and display an empty MovieClip in ActionScript 3.0?

- A. `addChild(new MovieClip());`
- B. `createEmptyMovieClip(this, "myMovie", this.getNextHighestDepth());`
- C. `createEmptyMovieClip(new MovieClip());`
- D. `addChild(MovieClip);`

Correct answer: A

Understand the use of the ExternalInterface class for execution with JavaScript

Which method of the ExternalInterface class allows JavaScript to call a function in ActionScript?

- A. `addEventListener()`
- B. `addCallback()`
- C. `addListener()`
- D. `fromJS()`

Correct answer: B

List and describe the benefits and limitations of code hinting

Which statement about code hinting in Flash CS5 is true?

- A. Flash CS5 can display code hinting for third-party libraries.
- B. User-defined variables will not be code-hinted.

- C. Code hinting is only available in the Code Snippets panel.
- D. Import statements should not be used.

Correct answer: A

Recognize effective optimization considerations when testing and debugging Flash applications

You want to optimize your published SWF to the smallest possible file size. What should you do?

- A. Use and reuse symbols whenever possible.
- B. Use bitmap images whenever possible.
- C. Import WAV audio files instead of mp3 whenever possible.
- D. Break fonts apart whenever possible.

Correct answer: A

Understand the publish settings.

You are working on a Flash document and want an associate to be able to revise a graphic asset embedded within the Flash file without using the Flash IDE. What should you do?

- A. Choose File > Save As and choose Flash CS5 Uncompressed Document (*.xfl). The graphic can be edited from the Library folder.
- B. Choose File > Export Image > Save As Type and choose JPG. The graphic can be edited and the edited version will appear in your Library.
- C. Choose File > Save As and choose Adobe PDF. The graphic can be edited and the edited version will appear in your Library.
- D. Choose File > Publish Settings, choose the Formats tab and check the PNG Image check box

Correct answer: A

Understand the implications of and how to implement cross-domain security for SWF, data, and visual assets

What statement about the cross domain security model is true?

- A. It allows data to be loaded from other domains if you request it
- B. It prevents data to be loaded from other domains at all times
- C. It is no longer valid since Flash Player 10 was introduced

D. One approach to access data is to use a crosdomain.xml file

Correct answer: D

Understand how to enable and explain the limitations of functionality related to full-screen

After creating a Flash application that uses the FLVPlayback component you want to be sure the full-screen toggle button will work after publishing. What should you do?

- A. Choose File > Publish Settings, click the HTML tab and select Flash With Full Screen Support from the Template pop-up menu.
- B. Choose ActionScript Settings from the Properties panel and type Fullscreen in the Document class field.
- C. Choose File > Publish Settings, choose the Flash tab and select Flash Player 10 from the Player drop-down menu.
- D. Choose File > Publish Settings and check the Windows Projector checkbox.

Correct answer: A