



CERTIFIED PROFESSIONAL
Adobe® Flash® Lite™ Mobile Developer

Adobe® Flash® Lite™ 2.0 Mobile Developer Exam

EXAM PREPARATION GUIDE



EXAM PREPARATION GUIDE

Adobe Flash Lite 2.0 Mobile Developer Exam

This guide provides all the information you need to get started in preparing for Adobe Certified exams. Passing an exam demonstrates your proficiency with Adobe software products and allows you to promote your expertise with customers and employers.

Frequently Asked Questions

What are the benefits of being certified? What are the exams like? Get all your questions answered in a brief, to-the-point FAQ.

Exam Topic Areas and Objectives

Review the test content—topic areas and objectives—for each product exam. The topic lists will help direct your studies, so please review correctly.

Practice Exam

Review sample questions to get an idea of the types of questions that will be on the exam. *Note: Though helpful, these practice exams are not necessarily representative of the difficulty of the questions that you will encounter on the actual exam.*

FREQUENTLY ASKED QUESTIONS

Q. What is the main benefit of passing exams and becoming Adobe certified?

A. Adobe certification is an industry standard in excellence that can be used to demonstrate your product knowledge and expertise, and also serves as a catalyst when finding a job or seeking a promotion. The Adobe Certified logos and credentials have been created for self-promotional use by individuals who have met all requirements of the Adobe Certified Professional or Adobe Certified Instructor programs. Those who have passed the tests may place certification logos on business cards, resumés, Web sites, and other promotional materials.

Q. What is an Adobe Certified Instructor (ACI)?

A. An Adobe Certified Instructor (ACI) is an individual who provides instruction on Adobe products. ACIs must have an instructor qualification (a teaching credential, passed the CompTIA CTT+ (<http://www.comptia.org/certification/ctt/>) or equivalent), in addition to passing one or more Adobe exams. For more information, visit the ACI home page, <http://www.adobe.com/support/certification/aci.html>

Q. How do I prepare for an exam?

A. The keys to preparing for an exam are experience with the product and studying this Exam Preparation Guide (<http://partners.adobe.com/public/ace/main.html>). To access online training, user guides, and many other study materials, visit Adobe's training resources page (<http://www.adobe.com/support/training.html>). The following resources may also help you prepare for your exam:

- Adobe product user guides
- Adobe Press books
- Adobe Authorized Training Centers (find the AATC nearest you through the Adobe Partner Finder online at: http://partners.adobe.com/asn/partnerfinder/search_training.jsp)
- Adobe online training at www.adobe.elementk.com
- Tutorials and materials from Total Training, at www.totaltraining.com
- Other training resources online at www.adobe.com/support/training.html

Q. How do I get training?

A. Once you know what product you want to get certified in, use the Adobe Partner Finder (<http://partners.adobe.com/asn/partnerfinder/trainingprovider/index.jsp>) database to locate an Adobe Certified Instructor or an Adobe Authorized Training Center in your area that teaches a class on the Adobe product you want to learn. Contact them directly for more information about their classes and registration details.

FREQUENTLY ASKED QUESTIONS

Q. What is the format of the exams?

- A.** Adobe exams (which are administered by Pearson VUE and Thomson Prometric, independent third-party testing companies) are computer-delivered, closed-book tests consisting of 60 to 90 multiple-choice questions. Each exam takes approximately one to two hours to complete, and results are given to you at the testing center immediately after you complete the test.

Q. How do I register for an exam?

- A.** Contact Pearson VUE or Thomson Prometric by phone, on the Web, or in-person:

	Pearson VUE	Thomson Prometric
Register online	www.pearsonvue.com	www.2test.com
Register in-person	Find a location online at www.pearsonvue.com	Find a location online at www.2test.com

Q. What is the fee for the exam?

- A.** Each exam is US\$150 or local currency equivalent.

Q. Soon after I passed an exam, the exam was published for a new product version. Do I have to successfully complete the new exam within 90 days?

- A.** You may continue to use your logo and materials in accordance with the Adobe Certified Program Guidelines for Logos and Credentials. When an exam is published for the next version of the product, you must successfully complete that exam within 90 days to keep your status current and continue using the logo and materials.

Q. What can I expect from Adobe if I pass the exam?

- A.** As soon as you pass the exam, your name and exam results are given to us by Pearson VUE or Thomson Prometric, our worldwide test administrators. Your exam data is then entered into our database. You will then be sent a Welcome Kit and access to your logo. You are also placed on our certification mailing list to receive special Adobe announcements and information about promotions and events that take place throughout the year.

Q. How long does it take to receive my Welcome Kit?

- A.** You can expect your Welcome Kit to arrive four to six weeks after we receive your exam results.

Adobe Flash Lite 2.0

EXAM TOPIC AREAS AND OBJECTIVES

Exam Content: Topic Areas and Objectives

Following is a detailed outline of the information covered on the Flash Lite 2 Exam.

1. Planning mobile application solutions

- Recognize and plan for device data capabilities and limitations, technology standards, and industry guidelines.
- Identify data network infrastructure topology, bandwidth capabilities, limitations, and device compatibility.
- Identify critical application functions that need special consideration for planning application development.

2. Developing mobile application solutions

- Apply mobile templates, add assets, and publish documents.
- Utilize Flash features for inputting dynamic and static text, device and embedded fonts, alias and non-aliased text, and pixel fonts.
- Integrate Non-English Character Sets, and Unicode.
- Import sound, change sound properties and add sound to a timeline.
- Create wallpaper and ringtones.
- Access mobile OS functionality.
- Utilize MovieClip Properties, Instance Names, Timeline for state and loading content.
- Determine appropriate external communications for sending SMS and MMS messages or dialing a phone number via `getURL()` `loadVariablesNum()` and access Variables.
- Identify approaches for reporting to a user of the UI that a feature cannot be supported.

3. Using ActionScript

- Set up events and listeners for persistent data and network connectivity status.
- Identify objects for passing event notifications.
- Explain how to parse XML documents asynchronously by using ActionScript.
- Explain how to use complex data objects. (Complex data objects include: arrays and objects.)
- Incorporate video into a mobile application.
- Open a synchronous data connection by using ActionScript.
- Architect an application by using ActionScript custom classes.
- Control states of an application by using ActionScript.

- Use different types of sounds (mp3, SMAF, MMF, etc.), event sounds and streaming sounds.
 - Modify event navigation, key events for mobile devices with Flash Lite ActionScript.
 - Remap Soft Keys and free soft key functionality.
 - Utilize effective conditional logic processing, looping and concatenation of variables
 - Utilize ActionScript FSCommand2.
 - Create an animation with ActionScript.
 - Create and duplicate Movie Clips dynamically.
 - Implementing, testing, and deploying mobile application solutions
 - Recognize appropriate approaches for checking network connectivity, verifying load status of data sources, and network signal strength.
- 4. Recognize and interpret error codes in the authoring tool, mobile emulator and the player for the mobile devices.**
- Determine approaches for testing for SMS and MMS capability of a device.
 - Identify tests for checking battery level, OS language, and sound capabilities (`_capCompoundSound`, `_capStreamSound`) of a device.
 - Identify appropriate approaches for dealing with common dynamic data problems, updating and server-side solutions.
 - Determine appropriate optimization of interactive animation using staggering animation for performance improvement.
 - Recognize how to organize mobile application by using layers, Actions layer, vector graphics, Assets, Symbols, graphic Symbols, movie clip Symbols, Library, guides and rulers.
 - Recognize how to apply best image practices for mobile development with Bitmap and Vector image optimizations.
 - Recognize how to use the numerous approaches for transferring files to mobile devices, such as using Bluetooth, memory card, infrared or an USB cable.

Adobe Flash Lite 2.0

PRACTICE EXAM

Try out these helpful practice questions to get a feel for the types of questions on the exam, but please note that your performance here does not indicate how you'll do on the actual exam. To fully prepare for the exam, closely review the topic areas and objectives in this guide.

1. Apply mobile templates, add assets, and publish documents.

What is the size of the Stage, that corresponds to the device screen, for the standard series 60 template that ships with the Flash authoring tool?

- A. 240 x 268 pixels
- B. 240 x 270 pixels
- C. 176 x 208 pixels
- D. 176 x 220 pixels

Correct Answer: C

2. Access mobile OS functionality.

While in emulator mode, what happens when the content type of a Flash Lite application is switched from "Standalone player" to "Wallpaper" in the device publish settings?

- A. stage size changes immediately
- B. extra code is added to the ActionScript layer
- C. frame rate of the document is adjusted to fit the new content type requirements
- D. list of available devices displays the supported devices for the new content type

Correct Answer: D

3. Utilize MovieClip Properties, Instance Names, Timeline for state and loading content.

Which panel is used to assign an instance name to a MovieClip on the stage?

- A. Info
- B. Library
- C. Movie Explorer
- D. Property Inspector

Correct Answer: D

4. Determine appropriate external communications for sending SMS and MMS messages or dialing a phone number via `getURL()` `loadVariablesNum()` and access Variables.

Which property of the `System.capabilities` class should be tested before a text message is sent?

- A. `hasEmail`
- B. `hasSMS`
- C. `hasMMS`
- D. `MimeTypes`

Correct Answer: B

PRACTICE EXAM

5. Set up events and listeners for persistent data and network connectivity status.

You are writing a real time game for a multiplayer mobile environment. The interactivity between the players will be facilitated by an XMLSocket. You want users to be able to change servers so they can play with other groups. What should you do?

- A. provide the changed host and port parameters to the XMLSocket.connect() method.
- B. provide the changed host and port parameters to the XMLSocket constructor.
- C. unload the MovieClip where the data is displayed before attempting to change the address and port of the XMLSocket.
- D. Close all sockets, delete all instances of the live connection and reinitialise the XMLSocket constructor and connect method. All methods in your code relating to the original XMLSocket must be deleted.

Correct Answer: A

6. Open a synchronous data connection by using ActionScript.

The XMLSocket() object in Flash Lite can only connect to

- A. Port 80 only
- B. Port 25 only
- C. Ports 21 and higher
- D. Ports 1024 and higher

Correct Answer: D

7. Control states of an application by using ActionScript.

You want to display multiple screens in a mobile application. You also want to maximize the performance of the application. What should you do?

- A. Load a bitmap graphic from a remote server as required.
- B. Use the MovieClip draw API to dynamically create the content.
- C. Use attachMovie to bring in link enabled content from the library.
- D. Place the media in an area off screen and change the _x & _y properties as required.

Correct Answer: C

8. Use different types of sounds (mp3, SMAF, MMF, etc.), event sounds and streaming sounds.

You want to test the value returned by a key press. What should you do?

- A. Use getCode()
- B. Remap the keys with setCode()
- C. Test only on the keyDown event
- D. Use the softkeys as a tabbing method

Correct Answer: A

PRACTICE EXAM

9. Determine appropriate optimization of interactive animation using staggering animation for performance improvement.

You are creating a game for a mobile device in Flash Lite 2.0/2.1. You want to improve performance. What should you do?

- A. decrement your loops
- B. use timeline-based looping
- C. reduce the number of onEnterFrame events
- D. use a for-in loop rather than a for-counting loop

Correct Answer: C

10. Recognize how to use the numerous approaches for transferring files to mobile devices, such as using Bluetooth, memory card, infrared or an USB cable.

What is the default frame rate for Flash Lite documents?

- A. 10
- B. 12
- C. 24
- D. 30

Correct Answer: B

Adobe Systems Incorporated

345 Park Avenue, San Jose, CA 95110-2704 USA
www.adobe.com

Adobe, the Adobe logo, Acrobat, Adobe Premiere, After Effects, FrameMaker, GoLive, Illustrator, InDesign, PageMaker, and Photoshop are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries. All other trademarks are the property of their respective owners.

© 2005 Adobe Systems Incorporated.
All rights reserved.

