

Macromedia Dreamweaver 8 Developer Certification Examination Specification

Introduction

This is an exam specification for Macromedia Dreamweaver 8 Developer. The skills and knowledge certified by this examination represent a professional level of expertise where a certified individual can:

- Identify requirements and strategies for Web site design
- Develop, implement, test, deploy solutions, and maintain Web sites

Exam Purpose

This examination is based upon the most critical job activities a Macromedia Dreamweaver 8 Developer performs. The skills and knowledge certified by this examination represent a professional level of expertise for a certified individual. The critical job activities of a Dreamweaver Developer are:

- Identify and recognize project architecture considerations to successfully implement a Web site
- Implementation and coding
- Solution testing, deployment and maintenance

Background and Experience

The test is intended to address the knowledge and skill areas that demonstrate proficiency as a Dreamweaver 8 Developer. The basic knowledge and skills required at this level should include all of the following areas and test objective components identified in the Test Content section below. The knowledge level can be defined as having the following prerequisites:

- Six months experience creating/using professional high quality graphics
- Two or more years experience in Web development
- Job knowledge of HTML, XML, XHTML, JavaScript, and CSS syntax
- Six months experience in Web site management
- At least one year experience using Dreamweaver
- Experience with manual coding

These training courses or equivalency will assist in exam preparation.

- Dreamweaver 8 Website Development
- Dreamweaver 8 Dynamic Application Development
- For more info: <http://www.macromedia.com/support/training/>

The skills and knowledge measured by this examination are derived from current course content and from an understanding of the jobs of current Dreamweaver developers. A team of highly qualified Macromedia Dreamweaver experts defined the test content and wrote the test items.

Note: This examination specification includes weighting, test objectives, and example content. Example topics and concepts are included to clarify the test objectives; they should not be construed as a comprehensive listing of all of the content of this examination.

Exam Structure

The knowledge domains measured by this examination and the extent to which they are represented in the examination are shown in the table below.

Domain	% of Examination
1.0 Project Requirements, Site Design, and Usability Techniques	20%
2.0 Implementation and Coding	50%
3.0 Solution Testing, Deployment, and Maintenance	30%
Total	100%

Response Limits

The examinee selects, from four (4) or more response options, the option(s) that best completes the statement or answers the question. Distracters or wrong answers are response options that examinees with incomplete knowledge or skill would likely choose, but are generally plausible responses fitting into the content area defined by the test objective.

Test item formats used in this examination are:

Multiple-choice: The examinee selects one option that best answers the question or completes a statement. The option can be embedded in a graphic where the examinee “points and clicks” on their selection choice to complete the test item.

Multiple-response: The examinee selects more than one option that best answers the question or completes a statement.

Sample Directions: Read the statement or question and from the response options, select only the option(s) that represent the most correct or best answer(s) given the information provided.

Test Content

The basic knowledge and skills required at this level should include all of the following content areas and objective components below.

Domain 1.0 Project Requirements, Site Design, and Usability Techniques

1.1 Identify and recognize project architecture considerations, such as fundamental components, effective designs, and methods to successfully implement a Web site.

Content Limits

Strand A

- Defining the local site
 - Case-sensitive link checking
- Defining the site navigation
- Designing page size resolution
- Implementing basic user interface principles
- Targeting browsers for consistency in page delivery
 - Supporting international languages
 - W3C standards (HTML validation)
 - W3C deprecated tags
- Accessibility Standards
 - Section 508
 - WCAG Priority 1 & 2 checkpoints

Strand B

- Architecting for reuse and consistency using Templates
- New starter pages for rapid development
- Dreamweaver Extensions
- Setting Preferences
 - General
 - Preview in Browser
 - Document defaults
 - Copy/Paste

Strand C

- Using page layout
 - Tables
 - CSS Box Model
 - Layers

- Using graphics and rich media
- Tracing Images
- Video

Domain 2.0 Coding and Implementation

2.1 Identify the appropriate techniques and methods in using Macromedia Dreamweaver interface to code and implement a client solution.

Content Limits

- Using Dreamweaver Interface
 - Customize and save workspace configurations (Panel sets)
 - Tabbed documents for the Mac
 - Coding Toolbar
 - Property Inspector
 - Insert Bar
 - Assets Panel
 - Unified CSS panel
 - Zoom
- Ability to use "Find and Replace"

2.2 Identify the appropriate techniques and methods in using Macromedia Dreamweaver to design and implement a client solution.

Content Limits

- Templates
 - Editable regions
 - Optional regions
 - Repeating regions
 - Setting template properties (Modify, Template Properties)
 - Template expressions
- Cascading Style Sheets (CSS)
 - Box Model page design
 - Relative vs. Absolute positioning
 - Insert DIV
 - CSS media type support
 - Advanced CSS techniques, such as overflow, pseudo-elements, and form elements

- Cascade of styles, inheritance and specificity
- ID, Class and Tag Selectors
- Library Items
- Server-side includes
- Snippets
- Table Layout
- Layers
- Expanded Tables mode

2.3 Identify the appropriate techniques and methods in building a site with Macromedia Dreamweaver to code and implement a client solution.

Content Limits

Strand A - Building sites

- Creating and saving new pages
- Creating pages from a Template
- Titling pages
- Setting Document Properties
- Building pages
- Guides
- Formatting the document structure (paragraph and line breaks)
 - Entering and modifying text
 - Paste Special improvements
 - Linking files and sites
 - Importing graphics
 - Table editing
 - Creating Image Maps
 - Setting meta information (Head Content)
 - Creating user forms
- Auto check for browser compatibility
- Visual Aids

Strand B – Adding interactive and rich media content

- Using Behaviors
 - Pop-Up Menus
 - Show-Hide Layers
 - Open Browser Window
 - Swap Image
 - Go To URL
 - Pop-Up Message
- Timelines

- Adding Flash Elements
 - Flash Text
 - Flash Video
 - Flash Buttons
 - Flash Paper

Strand C - Hand Coding Sites

- Visual authoring with XML data
 - Integrate XML-based data, such as RSS feeds
 - Transforming XML with XSLT
- Coding features
 - Reference Panel
 - Code and Design View
 - Code Collapse
 - Code Navigation
 - Code Insight
 - Coding Context Menu option
- Naming conventions (i.e., variations between UNIX and Windows)

Strand D - Collaboration

- Using Design Notes and Comments
- Using Check In-Check Out effectively

Domain 3.0 Solution Testing, Deployment, and Maintenance

3.1 Recognize critical procedures to conduct testing and quality assurance of site.

Content Limits

- Link Check
- Size Reports
- Ensuring Accessibility
- Download Time Testing
- Error resolutions (403 & 404)
- Creating a Site Map

3.2 Identify approaches to maintain and manage Web sites.

Content Limits

- Connecting to servers
- Managing assets, links, and files for a site
- Cloaking
- Macromedia Web Publishing System: notification and event logging
- Transferring files to servers (e.g., FTP & SFTP)
 - Different methods accessing the remote site (FTP, LAN, VSS, WebDAV)
 - SSL support
- Background file transfer
- Compare Files
- Synchronization