

Adobe® Certified Expert Program

Product Proficiency Exam Bulletin

Adobe® Flash® CS3

Exam # 9A0-058

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 or Thomson Prometric to register for an exam:
Pearson VUE: *<http://www.pearsonvue.com/adobe>*
Thomson Prometric: *<http://www.prometric.com/Adobe/default.htm>*
- 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. Please allow 2-4 weeks from the date you pass the exam to receive your ACE Welcome Kit.

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		6
Creating and managing assets		14
Creating Flash movies		14
Programming with ActionScript 3.0		18
Testing, publishing, and deploying Flash movies		5

Number of Questions and Passing Score

- 57 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 scenario, choose the appropriate type of image asset and explain when and why you would use that asset type.
- Given a requirement based on your audience, determine the appropriate Flash features and options used to meet the needs of your audience.
- Given a scenario, setup project settings to match end user and application requirements.

2. Creating and managing assets

- Given an asset, identify which panel or tool can be used to modify that asset.
- Given an option in the Library panel, explain the purpose of and how to use that option.
- Modify assets by using commands from the Modify menu.
- Given a tool, create a shape by using that tool.
- Given a tool, modify an existing asset by using that tool.
- Given an asset, modify individual properties to achieve specific design requirements.
- Import external assets into Flash.
- Create and manage text fields by using the Text tool.
- Given an asset, convert that asset to a symbol.
- Given a component, explain the purpose of or how to use that component.
- Edit the skin of a component.
- Given an asset, know when to and how to apply a Scale9 grid.

3. Creating Flash movies

- Create animations by using the Timeline.
- Convert timeline animations to XML driven animations to enable reuse.
- Apply ActionScript to symbols.
- Incorporate and manage audio and video in your movie.
- Apply filters and effects to movie clips and text.
- Manage performance by utilizing bitmap techniques.

4. Programming with ActionScript 3.0

- List and describe the guidelines associated with ActionScript 3.0 syntax.
- 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.
- Compare and contrast ActionScript 2 to ActionScript 3.
- Given an option, create a custom class.
- Understand the Document class and how to extend it.
- Load data from external sources.
- Create and export custom components.

5. Testing, publishing, and deploying Flash movies

- Recognize effective optimization considerations when testing and debugging Flash applications.
- Test an application by using the Debugger.
- Given a code snippet, find the error in that code snippet.
- Given a scenario, select the appropriate publish format and explain when you would use that publish format.
- Given a scenario, select the appropriate Publish settings to deploy a Flash movie.

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.

2.2 Given an option in the Library panel, explain the purpose of and how to use that option.

You have selected a sound file in the Library panel. Which command in the Library Panel menu should you choose to begin the process of controlling the sound file using the Sound object in ActionScript 2.0?

- A. Linkage
- B. Edit With
- C. Properties
- D. Component Definition

Correct answer: A

2.2 Given an option in the Library panel, explain the purpose of and how to use that option.

Which is a benefit of converting a library item to a compiled clip using the Library panel's option menu?

- A. Compiled clips help lower the size of the SWF file
- B. Compiling a clip allows you to import it for runtime sharing
- C. Compiled clips appear and publish much faster than regular movie clips
- D. Compiling a clip automatically causes it to appear in the Components panel

Correct answer: C

2.4 Given a tool, create a shape by using that tool

Which color, by default, is used when you paint with the Brush tool?

- A. Black
- B. White
- C. the current Fill color
- D. the current Stroke color

Correct answer: C

3.2 Convert timeline animations to XML driven animations to enable reuse.

Which element is the root element in an XML driven animation?

- A. <Motion>
- B. <Source>
- C. <Keyframe>

D. <geom:Rectangle>

Correct answer: A

3.4 Incorporate and manage audio and video in your movie.

Which parameters are available to the sound class play method?

- A. loops, volume
- B. startTime, loops
- C. syncType, loops
- D. startTime, volume

Correct answer: B

3.5 Apply filters and effects to movie clips and text.

Which two objects can have filters applied to them? (Choose two.)

- A. Button
- B. Shape
- C. Graphic
- D. TextField
- E. MovieClip

Correct answer: D, E

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

Which parameters must you pass to the constructor of the Event class when instantiating a new Event object?

- A. the event type
- B. There are NO required parameters.
- C. the event type and the target of the event
- D. the event type, the event's bubbles property, and the event's cancelable property

Correct answer: A

4.3 Given an object-oriented concept, explain the definition of or purpose associated with that concept.

Which keyword applies an interface to a class?

- A. inherits
- B. extends
- C. interfaces
- D. implements

Correct answer: D

5.2 Test an application by using the Debugger.

Which statement about using the ActionScript 3.0 Debugger is true?

- A. The ActionScript 3.0 Debugger only works on local files.
- B. The ActionScript 3.0 Debugger is backwards compatible with ActionScript 2.0 files.
- C. The ActionScript 3.0 Debugger requires that FLA files must have publish settings set to Flash Player 9.
- D. The ActionScript 3.0 Debugger Flash player plays the SWF in the same window as the Flash authoring application window.

Correct answer: C

5.2 Test an application by using the Debugger.

What must be true for a variable to be added to the ActionScript 2.0 debugger's Watch list?

- A. It must contain a value.
- B. It must be in an external ActionScript file.
- C. It must be on a line in the ActionScript with a breakpoint.
- D. It must be accessed in the ActionScript using an absolute target path.

Correct answer: D