

Adobe® Certified Expert Program

Product Proficiency Exam Bulletin

Adobe® Flash CS4 Exam Exam # 9A0-092

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. 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	14%	7
Creating and managing assets	24%	12
Creating Flash movies	31%	16
Programming with ActionScript 3.0	22%	11
Testing, publishing, and deploying Flash movies	10%	5

Number of Questions and Passing Score

- 51 questions
- 74% 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. (Image asset types include: vector, bitmap, SVG)
- Given a requirement based on your audience, determine the appropriate Flash features and options used to meet the needs of your audience. (Audience requirements include: publishing to AIR, accessibility, player version)

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, create a shape by using that tool. (Tools include: Deco, Spray Brush, Rectangle Primitive)
- Given a tool, work with an existing asset by using that tool. (Tools include: Transform, 3D Rotation, Bone)
- Given an asset, modify individual properties to achieve specific design requirements. (Design requirements include: advanced text controls including anti-aliasing, stroke control and styling)
- Import external assets into Flash. (External assets include: XFL from InDesign or After Effects, Photoshop files, Illustrator files, and images)
- 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.
- Creating Flash movies

- Create animations by using the Timeline.
 - Edit animations by using the Motion Editor.
 - Reuse animations by using Motion Presets.
 - Incorporate and manage audio and video in your movie.
 - Apply filters and effects to Movie Clips and text.
 - Manage performance by utilizing bitmap techniques.
 - Apply inverse kinematics to objectives by using the Bone tool.
3. **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 content and data from external sources. (Sources include: XML, SWF, and remote objects)
4. **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 settings to deploy a Flash movie. (Scenarios include: Web delivery and AIR)

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.

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

You want to change the rounded edges at the end of a line segment to square edges. Which panel should you use?

- A. Transform panel
- B. Filters panel
- C. Parameters panel

D. Properties panel

Correct answer: D

2.4 Given an asset, modify individual properties to achieve specific design requirements.

You want to add a fill to a shape outline on the Stage. Which tool should you use?

- A. Pen tool
- B. Line tool
- C. Ink Bottle tool
- D. Paint Bucket tool

Correct answer: D

2.5 Import external assets into Flash.

You have started a project in Adobe InDesign CS4. You want to open the project in Adobe Flash CS4. Which file format should you choose when exporting from Adobe InDesign CS4?

- A. INDD
- B. SWF
- C. FLA
- D. XFL

Correct answer: D

2.7 Given an asset, convert that asset to a symbol.

You have imported an asset into Flash. How do you convert the asset to a symbol?

- A. Select the object on the Stage and click on the Options submenu and select New Symbol
- B. Select the object on the Stage and click on the New Symbol icon found at the bottom of the Library panel.
- C. Select the object on the Stage and click on the Properties icon found at the bottom of the Library panel.
- D. Select the object on the Stage, right-click (Windows) or Ctrl-click (Mac OS) and select Convert to Symbol

Correct answer: D

2.8 Given a component, explain the purpose of or how to use that component.

Which two statements about the ScrollPane component are true? (Choose two)

- A. The ScrollPane component displays symbols only in a scrollable area.
- B. The ScrollPane component displays movie clips and SWF files in a scrollable area.
- C. The ScrollPane component is supported for both ActionScript 1.0 and ActionScript 2.0.
- D. The ScrollPane component is supported for both ActionScript 2.0 and ActionScript 3.0.
- E. The ScrollPane component is supported for only ActionScript 3.0.

Correct answer: B, D

2.9 Edit the skin of a component.

Which statement about the skin of an AS 3.0 component is true?

- A. A skin consists of a collection of styles that make up the component's graphical appearance.
- B. A skin consists of a collection of symbols that make up the component's graphical appearance.
- C. A skin consists of a collection of themes that make up the component's graphical appearance.
- D. A skin consists of a collection of external icons that make up the component's graphical appearance.

Correct answer: B

3.5 Apply filters and effects to Movie Clips and text.

You have a MovieClip named myMovieClip. You have also defined an array of filters named arrFilter. Which ActionScript will apply arrFilter to myMovieClip?

- A. `myMovieClip.filters.push(arrFilter);`
- B. `myMovieClip.filters.shift(arrFilter);`
- C. `myMovieClip.filters = [arrFilter];`
- D. `myMovieClip.filters = arrFilter;`

Correct answer: D

3.6 Manage performance by utilizing bitmap techniques.

You have a MovieClip object called myMovieClip. You want to copy the MovieClip object pixel for pixel in a BitmapData object. You create a BitmapData object called myBitmapData to copy the pixel data.

Which ActionScript should you use?

- A. myMovieClip.draw(myBitmapData);
- B. myBitmapData.copy(myMovieClip);
- C. myMovieClip.copy(myBitmapData);
- D. myBitmapData.draw(myMovieClip);

Correct answer: D

5.1 Recognize effective optimization considerations when testing and debugging Flash applications.

You want to reduce the final output size of your SWF movie file. What should you do?

- A. Use less vector files and more bitmap files.
- B. Remove all vector files.
- C. Compress any and all vector files in an external editor first and then bring them into the Flash movie.
- D. Avoid using outlines on vector shapes.

Correct answer: D

5.1 Recognize effective optimization considerations when testing and debugging Flash applications.

What are two benefits of including XMP when publishing a Flash file? (Choose two)

- A. Required only for AIR.
- B. Offers better support with Adobe Bridge.
- C. Offers performance acceleration for the SWF
- D. Provides greater support for search engine optimization.
- E. Makes the SWF's source code viewable.

Correct answer: B, D