Macromedia Dreamweaver MX 2004 Developer Certification Examination Specification

10-06-03

Introduction

This examination is based upon the most critical job activities a Macromedia Dreamweaver MX 2004 Developer performs. 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.

Background and Experience

The test specification is intended to address the knowledge and skill areas that demonstrate proficiency as a Dreamweaver MX 2004 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, 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 MX 2004 Website Development
- Dreamweaver MX 2004 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 Dreamweaver experts defined the test content and wrote the test items.

Note: This examination blueprint 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.

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

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	**100.00%**

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 Specification

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
- 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?)
- Accessibility Standards

Strand B
- Architecting for reuse and consistency using
  - Templates
- Setting Preferences
  - Library items
  - Extensions
  - Tag libraries

Strand C
- Using Layers for page layout
- Structuring the site using framesets
- Using graphics and rich media

Domain 2.0 Coding and Implementation

2.1 Identify the appropriate techniques and methods in using Macromedia Dreamweaver MX 2004 interface to code and implement a client solution.

Content Limits
- Using Dreamweaver Interface
    - Customizing the site panel
    - Property Inspector
    - Insert bar
    - Assets panel
    - Selection panel
- Ability to use "Find and Replace"

2.2 Identify the appropriate techniques and methods in using Macromedia Dreamweaver MX 2004 to design and implement a client solution.

Content Limits
- Structuring pages using
    - Cascading Style Sheets (CSS)
    - Templates
    - Framesets
    - Library items
    - Server-side includes
    - Table layout
    - Layers
    - Tracing images

2.3 Identify the appropriate techniques and methods in building a site with Macromedia Dreamweaver MX 2004 to code and implement a client solution.

Content Limits
Strand A - Building sites
- Creating and saving new pages
- Titling pages
- Setting document properties
- Setting browser preferences
- Building pages
- Formatting the document structure (Paragraph and line breaks)
  - Entering and modifying text
  - Linking files and sites
  - Importing graphics
  - Table editing
  - Creating Image maps
  - Setting meta information (Head Content)
  - Creating user forms
- Auto check for browser compatibility

Strand B - Extending Sites
- Extend pages using
  - Extensions
  - Importing external content
- Popup menus
- Using Behaviors

Strand C - Hand Coding Sites
- Coding features
  - Reference panel
  - Code and Design View
  - Snippets
  - 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
- Transferring files to servers (e.g., FTP & SFTP)
- Updating site files to a remote server
- Synchronization