ACE: Flash CC Exam Guide

Certified Expert
FLASH® PROFESSIONAL CC

Adobe Training Services provides this exam guide to help prepare partners, customers, and consultants who are actively seeking accreditation as Adobe Certified Experts (ACE). This guide, while designed to describe the exam in detail and provide as much information as possible, is not meant to be the sole means of exam preparation. Adobe Training Services offers courses that provide in-depth training on the exam content. Hands-on experience with the Adobe product suite is also a critical element in preparing to pass any Adobe certification exam.

ACE: Flash CC Exam Overview

The ACE: Flash exam audience are individuals who have a minimum of three years experience with animation, video, programming interactivity, and deploying Flash content to the Web, desktop, and mobile platforms.

Exam Description

The exam has two parts:

- 40 multiple-choice questions, covering a range of topics listed below
- A short survey that we use to gather information about your product experience

The exam has a time limit of 60 minutes, and includes a timer to mark the remaining time.

Exam Scoring

The certification consists of achieving the minimum passing score, which is 67%, on a multiple choice test. After completing the test, candidates will be immediately provided with the official score for the exam. They will also receive an email with the official exam result.

Scheduling Exams

The ACE: Flash CC exam is delivered through an independent testing provider, Pearson VUE. First time candidates can view the step-by-step online scheduling guide here: *http://www.pearsonvue.com/reg_guide/.*

Returning candidates can register for exams here: *http://www.pearsonvue.com/adobe/.* Note that you will be prompted to login before you may register for exams.

Exam Preparation

The following are typical tasks that you should already be able to perform:

- Import and appropriately optimize assets
- Deploy Flash content to the Web with alternate content for non-Flash devices
- Create multiple comps for a given assignment
- Can add interactivity with ActionScript 3.0
- Work with dynamic data
- Assess when Flash is the ideal solution for a project
- Build complex animations with nested MovieClips

- Understand class files and OOP concepts
- Edit HTML and CSS
- Deploy video

Exam topics may include:

Planning and Designing Flash Applications

- Understanding the differences between Web, desktop, and mobile
- Creating new documents
- Understanding Flash projects

Creating, Importing and Managing Assets

- Understanding bitmap and vector graphics
- Working with the Flash drawing tools
- Importing graphics
- Working with the Flash library
- Creating and working with symbols
- Working with text

Creating Animations and Interactivity

- Working with motion tweens, classic tweens, and shape tweens
- Optimizing graphics for animation
- Working with nested movie clip animations
- Understanding frames and keyframes
- Adding interactivity on the timeline
- Adding and synchronizing audio

Programming with ActionScript 3.0

- ActionScript language fundamentals
- Understanding Object Oriented Programming Principles
- Loading external content
- Working with ActionScript libraries

Testing Flash Applications on Multiple Platforms

- Debugging Flash applications
- Testing moblie content
- Assessing and simulating performance

Publishing and Deploying Flash Applications

- Publishing Flash Content
- Publishing to Adobe AIR
- Publishing to HTML5

Exam Preparation Checklist

- I have at least three years of experience with Flash.
- I have experience with animation, video, programming interactivity, and deploying Flash content to the Web, desktop, and mobile platforms.
- I am familiar with Adobe Media Encoder, Dreamweaver, Photoshop and Illustrator.
- I can complete the tasks outlined in the "Exam Preparation" section without assistance.
- I have read and studied the topics listed in this exam guide.

Sample Questions

1. You are developing several different Adobe Flash projects for the same client. Which statement about websites, desktop applications, and mobile applications is true?

A. You should create AIR applications because HTML5 is not supported on most mobile devices.

B. You should download and install the AIR Native Extension to debug mobile applications.

C. You should test the Adobe Flash content on all targeted browsers, devices, and platforms.

D. You should optimize content for the web, but you don't need to optimize application content.

Answer: C

2. What is the purpose of an Adobe Flash JavaScript File (JSFL File)?

A. JSFL files allow you to import JavaScript libraries like jQuery.

B. JSFL files allow you to add JavaScript commands using the Adobe Flash JavaScript API.

C. JSFL files are used when deploying SWF files to add Adobe Flash Player detection.

D. JSFL files allow communication between ActionScript and JavaScript using ExternalInterface.

Answer: B

3. Which bitmap image asset type is optimized for performance in Adobe Flash?

A. BMP.

B. GIF.

C. JPG.

D. PNG.

Answer: D

4. You are importing an Adobe Photoshop asset into Adobe Flash. There is an image on a layer and you want to ensure it is not compressed. Which setting should you choose?

A. In the Bitmap Properties dialog box, choose Compression: Lossless.

B. In the Publish Settings dialog box, enable the option: Enable Deblocking.

C. In the Bitmap Properties dialog box, choose Compression: Photo.

D. In the Publish Settings dialog box, set the Compression option to LZMA.

Answer: A

5. What is the target object of a motion tween span?

A. The object that contains the ActionScript 3.0 code in the tween span.

B. The object on the Stage that is nearest to the selected tween.

C. The group of objects that are animated within that tween span.

D. The individual object that is animated within that tween span.

Answer: D

6. You have created a Loader object and you are using the load method to move a SWF file into the current FLA file. What happens if you load the SWF file into level 1 and test the movie?

A. The content in the loaded SWF file replaces the content on the main Timeline.

B. The content in the loaded SWF file displays above the content on the main Timeline.

C. An error in the Output panel is displayed: Level 1 Reserved For Main Timeline.

D. The content in the loaded SWF file displays below the content on the main Timeline.

Answer: B

7. You are writing ActionScript 3.0 code and you want to declare a variable. What is the correct syntax to use?

A. declare:var.variableName = variableValue;

B. import variable:variableName, variableValue;

C. var variableName:dataType = variableValue;

D. var = variableName; dataType.Value;

Answer: C

8. You are testing an Adobe Flash application and the Output panel displays the message 'Access of undefined property.' What does that mean?

A. More memory is required to compile the code on your system.

B. The script is attempting to access an object that does not exist.

C. A variable with the same name occurs more than once within the same scope.

D. The script references object instances that are not contained within Stage bounds.

Answer: B

9. You are creating an Adobe AIR application that utilizes Stage3D. Which render mode(s) is required by Stage3D?

A. CPU.

b. GPU.

c. Direct.

d. CPU, GPU, and Direct.

Answer: C

10. You are publishing an Adobe Flash project that contains sound assets. What should you do to ensure that audio content plays in HTML5?

A. Publish the project after verifying that the Publish Audio checkbox is selected.

B. Create a libs folder that contains the audio assets, and then publish the project.

C. Publish the project. The audio assets are automatically copied to a folder.

D. Create an src folder that contains the audio assets, and then publish the project.

Answer: C