

Appendix A

ACE exam objectives map

This appendix covers these additional topics:

- A** ACE exam objectives for Dreamweaver CS6, with references to corresponding coverage in ILT Series courseware.

Topic A: Comprehensive exam objectives

Explanation

The following table lists the Adobe Certified Expert (ACE) exam objectives for Dreamweaver CS6 and indicates where each objective is covered in conceptual explanations, hands-on activities, or both.

1 Navigating the workspace

#	Objective	Course level	Conceptual information	Supporting activities
1.1	Working with the Document window			
1.1.1	Understanding Code view, Split view, and Design view	Basic	Unit 1, Topic C	C-1
1.1.2	Adding a Title in the Title field (where it appears and why)	Basic	Unit 1, Topic C	C-3
1.1.3	Difference between enabling Live View and Live Code	Basic	Unit 1, Topic C	C-2
1.1.4	Refreshing Design view after updating code	Basic	Unit 1, Topic C	C-3
1.2	Managing files in the Files panel			
1.2.1	Understanding how to configure Files panel to sort files.	Basic	Unit 2, Topic D	D-1
1.2.2	Using the options in the Files panel to choose/manage sites.	Basic	Unit 2, Topic D	D-1
1.3	Updating properties in the Property inspector			
1.3.1	Setting contextual options to affect selected elements	Basic	Unit 1, Topic D	D-1
1.3.2	Understanding HTML vs. CSS sections of Property inspector	Basic	Unit 1, Topic D	D-1
		Basic	Unit 4, Topic C	C-1, C-3
1.4	Configure workspace layout			
1.4.1	Applying the pre-configured workspace layouts	Basic	Unit 1, Topic B	B-2
1.4.2	Customizing personalized workspace layouts	Basic	Unit 1, Topic B	B-4

2 Defining a site

#	Objective	Course level	Conceptual information	Supporting activities
2.1	Creating the local root folder			
2.1.1	Understanding the concept of the site's local root folder	Basic	Unit 2, Topic B	B-1
2.2	Setting server information with hosting account details			
2.2.1	Adding new servers in the Site Setup dialog box	Basic	Unit 7, Topic B	B-1
2.2.2	Understanding connection via FTP vs. Local/Network	Basic	Unit 7, Topic B	B-1
		Basic	Unit 7, Topic C	C-1
2.2.3	Setting the root directory	Basic	Unit 7, Topic B	B-1
2.2.4	Enabling Passive FTP when working behind a firewall	Basic	Unit 7, Topic B	
2.3	Connecting via FTP			
2.3.1	Testing the FTP connection to verify settings are correct	Basic	Unit 7, Topic B	B-1

3 Creating Web pages

#	Objective	Course level	Conceptual information	Supporting activities
3.1	Using the New Document dialog box			
3.1.1	Describing the basic file types Dreamweaver can create	Basic	Unit2, Topic C	C-1
3.1.2	Setting the default page extension preference (.html or .htm)	Basic	Unit 2, Topic C	C-2
3.2	Creating and managing files with the Files panel			
3.2.1	Understanding why pages must be saved in local root folder	Basic	Unit 2, Topic E	
3.2.2	Organizing the hierarchy of files/folders to create site map	Basic	Unit 2, Topic E	
3.2.3	Repositioning pages in the Files panel prevents broken links	Basic	Unit 2, Topic E	E-1

#	Objective	Course level	Conceptual information	Supporting activities
3.3	Previewing pages in a browser			
3.3.1	Setting the primary and secondary browsers	Basic	Unit 1, Topic E	E-2
3.3.2	Understanding the advantages of testing pages in a browser	Basic	Unit 1, Topic E	

4 Laying out pages

#	Objective	Course level	Conceptual information	Supporting activities
4.1	Using the Layout section of the Insert panel			
4.1.1	Understanding Div containers vs. AP Divs	Advanced	Unit 1, Topic B	B-1
		Advanced	Unit 2, Topic A	A-1
		Advanced	Unit 2, Topic B	B-1
4.1.2	Nesting Div containers	Advanced	Unit 1, Topic A	A-2
4.1.3	Describing behavior of Div containers (expand to fit content)	Advanced	Unit 1, Topic A	A-1
		Advanced	Unit 1, Topic B	
4.1.4	Advantages of Div containers vs. using table cell layouts	Advanced	Unit 1, Topic A	
		Advanced	Unit 4, Topic C	
4.2	Creating fluid grid layouts			
4.2.1	Benefits of creating a fluid layout that targets 3 resolutions	Advanced	Unit 1, Topic C	
4.2.2	Using the Insert panel to add new Fluid Grid Div containers	Advanced	Unit 1, Topic C	C-2
4.2.3	Enabling Live View to define page region Div containers	Advanced	Unit 1, Topic B	B-4
4.2.4	Using the Resolution Switcher to set/view each resolution	Advanced	Unit 1, Topic C	C-1
4.2.5	Using the Multiscreen Preview panel to view simultaneously	Advanced	Unit 1, Topic C	C-4

5 Adding and formatting text

#	Objective	Course level	Conceptual information	Supporting activities
5.1	Inserting special characters			
5.1.1	Describing situations that require inserting special characters	Basic	Unit 3, Topic B	
5.1.2	Understanding HTML encoding used for special characters	Basic	Unit 3, Topic B	B-1
5.2	Using Find and Replace			
5.2.1	Choosing search location (current page, folder, or entire site)	Basic	Unit 6, Topic F	F-1
5.2.2	Choosing type of content to find (text, source code, or tag)	Basic	Unit 6, Topic F	F-1
5.3	Using Spell Check			
5.3.1	Accessing and running the Check Spelling command	Basic	Unit 7, Topic A	A-1
5.4	Understanding paragraph and header tags			
5.4.1	Benefits of using the appropriate tags to contain text content	Basic	Unit 3, Topic C	C-1
5.4.2	Setting text format (P, H1, etc.) in the Property inspector	Basic	Unit 3, Topic C	C-1
5.5	Inserting line breaks			
5.5.1	Understanding the difference between <p> and tags	Basic	Unit 3, Topic D	D-1
5.6	Creating lists			
5.6.1	Understanding 3 types of lists: bullet, numbered, definition	Basic	Unit 3, Topic E	E-1
5.6.2	Indenting list items in the Property inspector	Basic	Unit 3, Topic E	E-1

6 Working with Cascading Style Sheets (CSS)

#	Objective	Course level	Conceptual information	Supporting activities
6.1	Understanding basic CSS syntax			
6.1.1	Describing 4 main selectors (Class, ID, Tag, and Compound)	Basic	Unit 4, Topic A	
6.1.2	Describing 3 locations for CSS (inline, HTML head, external)	Basic	Unit 4, Topic A	
		Basic	Unit 4, Topic B	B-1
6.1.3	Understanding the cascade effect (which rules are applied)	Basic	Unit 4, Topic D	D-1
		Advanced	Unit 1, Topic A	A-1
6.1.4	Understanding that CSS rules specify properties of elements	Basic	Unit 4, Topic A	
		Basic	Unit 4, Topic B	B-1
		Advanced	Unit 1, Topic A	A-1
6.1.5	Understanding that CSS can format and position page items	Basic	Unit 4, Topic A	
		Basic	Unit 4, Topic B	B-1
		Advanced	Unit 2, Topic A	
6.1.6	Understanding the difference between margin and padding	Basic	Unit 2, Topic C	C-3
		Advanced	Unit 1, Topic B	B-2
6.1.7	Setting color properties with hexadecimal values	Basic	Unit 2, Topic C	C-3
		Basic	Unit 4, Topic B	B-1
6.1.8	Using common CSS measurement values (% , pixel, and em)	Basic	Unit 4, Topic C	C-1
		Advanced	Unit 1, Topic B	
6.2	Creating and managing CSS styles in the CSS Styles panel			
6.2.1	Linking an external CSS style sheet to a Web page	Basic	Unit 4, Topic B	
		Advanced	Unit 1, Topic A	A-2
6.2.2	Creating a new CSS style in the panel	Basic	Unit 4, Topic B	B-1
		Advanced	Unit 1, Topic B	B-3
6.2.3	Editing a CSS style in the CSS Rule Definition dialog box	Basic	Unit 4, Topic C	C-2
		Advanced	Unit 1, Topic B	B-2
6.2.4	Adding and deleting rules in the Properties pane	Basic	Unit 4, Topic C	C-1, C-3

#	Objective	Course level	Conceptual information	Supporting activities
6.3	Applying styles using the Property inspector			
6.3.1	Applying a style using the Target Rule list in the CSS section	Basic	Unit 4, Topic C	C-3
6.3.2	Using the Edit Style option in the CSS section	Basic	Unit 4, Topic C	
6.3.3	Setting the Class of a selected element in the HTML section	Basic	Unit 4, Topic C	C-2
6.3.4	Setting the ID of a selected element in the HTML section	Basic Advanced	Unit 4, Topic A Unit 1, Topic B	B-2

7 Adding and managing links

#	Objective	Course level	Conceptual information	Supporting activities
7.1	Understanding basic link types			
7.1.1	Understanding that file:/// links are created in unsaved pages	Basic	Unit 5, Topic D	D-1
7.1.2	Describing relative, absolute, named anchor, and email links	Basic	Unit 5, Topic D	D-1
7.1.3	Targeting blank (_blank) to open a link in a new window	Basic	Unit 5, Topic D	D-1
7.2	Creating links using the Property inspector			
7.2.1	Adding links: Link field, Point to File, or Browse for File	Basic	Unit 5, Topic E	E-1
7.2.2	Adding a named anchor in the page	Basic	Unit 5, Topic E	E-2
7.2.3	Identifying default text link formatting (blue and underlined)	Basic	Unit 5, Topic E	E-1
7.2.4	Creating placeholder links with the # character	Basic	Unit 5, Topic E	
7.3	Creating content navigation			
7.3.1	Understanding how to insert Spry Layout Objects (widgets)	Advanced	Unit 4, Topic B	B-1
7.3.2	Adding/deleting menu items and panels in the Property inspector	Advanced	Unit 4, Topic B	B-1
7.3.3	Reordering menu items and panels in the Property inspector	Advanced	Unit 4, Topic B	B-1

8 Adding images and rich media

#	Objective	Course level	Conceptual information	Supporting activities
8.1	Inserting images			
8.1.1	Requirement of saving image files in the local root folder	Basic	Unit 5, Topic A	
8.1.2	Inserting placeholder images while designing a site	Basic	Unit 5, Topic A	A-4
8.1.3	Inserting rollover images	Basic	Unit 5, Topic A	A-5
8.1.4	Benefits of adding Alternate text for SEO and accessibility	Basic	Unit 5, Topic A	
8.1.5	Setting Align property to wrap images in the text containers	Advanced	Unit 1, Topic B	B-3
8.1.6	Understanding images should be at original size (don't scale)	Basic	Unit 5, Topic A	A-3
8.2	Using the Property inspector to update and edit images			
8.2.1	Understanding the crop, sharpen, brightness/contrast tools	Basic	Unit 5, Topic B	B-1
8.2.2	Using round-trip editing to launch external image editors	Basic	Unit 5, Topic B	B-2
8.3	Inserting Flash content			
8.3.1	Adding Flash animations and applications (SWF files)	Basic	Unit 5, Topic C	C-1
8.3.2	Adding Flash video content (FLV files)	Basic	Unit 5, Topic C	C-1

9 Writing HTML code

#	Objective	Course level	Conceptual information	Supporting activities
9.1	Using the Code view of the Document window			
9.1.1	Using the Wrap Tag option to edit HTML source code	Basic	Unit 6, Topic D	D-1
9.1.2	Collapsing and expanding selected sections of code	Basic	Unit 6, Topic D	D-1
9.1.3	Applying and removing comments	Basic	Unit 6, Topic D	D-1
9.1.4	Using code hints by typing <, /, or pressing the spacebar	Basic	Unit 6, Topic D	D-1
9.2	Making changes to code using Design view of the Document window			
9.2.1	Using Quick Tag Editor to insert or wrap code around a tag	Basic	Unit 6, Topic E	E-1
9.2.2	Right-clicking and choosing Edit Tag to invoke the dialog box	Basic	Unit 6, Topic E	E-1
9.3	Selecting specific code			
9.3.1	Working with the Code Navigator	Basic	Unit 6, Topic C	C-1
9.3.2	Using the Tag selector to select tags in a nested hierarchy	Basic	Unit 6, Topic C	C-1
9.3.3	Using Find and Replace to find a specific tag	Basic	Unit 6, Topic F	
9.4	Understanding related files			
9.4.1	Types of related files: CSS, SSI, JavaScript, Spry data, XML	Basic	Unit 1, Topic C	
		Advanced	Unit 7, Topic A	A-1
9.4.2	Selecting related files by clicking tabs in Document window	Basic	Unit 1, Topic C	C-3
9.5	Working with behaviors			
9.5.1	Understanding behaviors (user interaction provokes actions)	Advanced	Unit 4, Topic A	
9.5.2	Understanding events (onClick, onMouseOver, etc.)	Advanced	Unit 4, Topic A	
9.5.3	Using the Tag Inspector panel to apply behaviors to tags	Advanced	Unit 4, Topic A	A-1
9.5.4	Changing the order of applied behaviors	Advanced	Unit 4, Topic A	A-1
9.5.5	Deleting behaviors previously applied to tags	Advanced	Unit 4, Topic A	

10 Working with templates and library items

#	Objective	Course level	Conceptual information	Supporting activities
10.1	Creating and applying templates			
10.1.1	Understanding that templates contain common elements	Advanced	Unit 3, Topic B	
10.1.2	Creating new templates in New Document dialog box	Advanced	Unit 3, Topic B	B-1
10.1.3	Creating pages from templates in New Document dialog box	Advanced Advanced	Unit 3, Topic B Unit 7, Topic A	B-3 A-1
10.2	Inserting editable regions			
10.2.1	Inserting editable regions to define areas of page content	Advanced	Unit 3, Topic B	B-1
10.3	Editing and updating templates			
10.3.1	Editing templates by opening up the DWT file directly	Advanced	Unit 3, Topic B	B-5
10.3.2	Updating all pages that are based on an edited template	Advanced	Unit 3, Topic B	B-5
10.4	Creating and editing Library items			
10.4.1	Understanding that Library items are reusable code chunks	Advanced	Unit 3, Topic A	A-1, A-3
10.4.2	Using the New Document dialog box to create Library items	Advanced	Unit 3, Topic A	
10.4.3	Using the Assets panel to create Library items	Advanced	Unit 3, Topic A	A-1
10.4.4	Editing Library items	Advanced	Unit 3, Topic A	A-2
10.4.5	Inserting Library items	Advanced	Unit 3, Topic A	A-1

11 Working with mobile devices

#	Objective	Course level	Conceptual information	Supporting activities
11.1	Using jQuery Mobile			
11.1.1	Creating new jQuery Mobile files (New>Page from samples)	Advanced	Unit 7, Topic A	A-1
11.1.2	Applying swatches with the jQuery Mobile Swatches panel	Advanced	Unit 7, Topic A	A-2

#	Objective	Course level	Conceptual information	Supporting activities
11.2	Understanding PhoneGap			
11.2.1	Understanding that PhoneGap builds native apps for mobile	Advanced	Unit 7, Topic B	B-1
11.2.2	Using PhoneGap Build Service panel to emulate mobile app	Advanced	Unit 7, Topic B	
11.2.3	Using PhoneGap Build Service to share app builds	Advanced	Unit 7, Topic B	

12 Launching a site

#	Objective	Course level	Conceptual information	Supporting activities
12.1	Transferring files by using Get and Put			
12.1.1	Understanding the difference between Get and Put	Basic	Unit 7, Topic C	C-1
12.1.2	Choosing whether to upload dependent files	Basic	Unit 7, Topic C	
12.2	Understanding and using Check In/Check Out			
12.2.1	Enabling Check In/Check Out in Advanced Site Setup dialog	Basic	Unit 7, Topic C	C-2
12.2.2	Using Check In/Check Out to enable team collaboration	Basic	Unit 7, Topic C	C-2
12.2.3	Overriding the Check Out feature to access locked files	Basic	Unit 7, Topic C	
12.3	Uploading a site using the Files panel			
12.3.1	Understanding the differences between Remote and Local	Basic	Unit 7, Topic C	C-1
12.3.2	Expanding and collapsing the Files panel to see both panes	Basic	Unit 7, Topic C	C-1
12.3.3	Selecting the site's root folder to Put or Get the entire site	Basic	Unit 7, Topic C	