



Adobe® Dreamweaver® Exam Objectives

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1.0 Setting project requirements

- 1.1 Identify the purpose, audience, and audience needs for a website.
- 1.2 Identify webpage content that is relevant to the website purpose and appropriate for the target audience.
- 1.3 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).
- 1.4 Demonstrate knowledge of website accessibility standards that address the needs of people with visual and motor impairments.
- 1.5 Make website development decisions based on your analysis and interpretation of design specifications.
- 1.6 Understand project management tasks and responsibilities.

2.0 Planning site design and page layout

- 2.1 Demonstrate general and Dreamweaver-specific knowledge of best practices for designing a website, such as maintaining consistency, separating content from design, using standard fonts, and utilizing visual hierarchy.
- 2.2 Produce website designs that work equally well on various operating systems and browser versions/configurations.
- 2.3 Demonstrate knowledge of page layout design, concepts and principles.
- 2.4 Identify basic principles of website usability, readability, and accessibility.
- 2.5 Demonstrate knowledge of flowcharts, storyboards, and wireframes to create web pages and a site map (site index) that maintain the planned website hierarchy.
- 2.6 Communicate with others (such as peers and clients) about design and content plans.

3.0 Understanding the Adobe Dreamweaver CS6 Interface

- 3.1 Identify elements of the Adobe Dreamweaver interface.
- 3.2 Use the Insert bar.
- 3.3 Use the Property inspector.
- 3.4 Use the Assets panel.
- 3.5 Use the Files panel.
- 3.6 Customize the workspace.

4.0 Adding Content by Using Adobe Dreamweaver CS6

- 4.1 Demonstrate knowledge of Hypertext Markup Language.
- 4.2 Define a Dreamweaver site.
- 4.3 Create, title, name, and save a web page.
- 4.4 Add text to a web page.
- 4.5 Insert images and apply alternative text on a web page.
- 4.6 Link web content, using hyperlinks, e-mail links, and named anchors.
- 4.7 Insert rich media, such as video, sound, and animation in Flash format.
- 4.8 Add animation and interactivity to content.
- 4.9 Insert navigation bars, rollover images, and buttons created in Fireworks on a web page.
- 4.10 Build image maps.
- 4.11 Import tabular data to a web page.
- 4.12 Import and display a Microsoft Word or Microsoft Excel document to a web page.
- 4.13 Create forms.

5.0 Organizing Content by Using Adobe Dreamweaver CS6

- 5.1 Set and modify document properties.
- 5.2 Organize web page layout with relative and absolutely positioned div tags and CSS styles.
- 5.3 Modify text and text properties.
- 5.4 Modify images and image properties.
- 5.5 Create web page templates.
- 5.6 Use basic HTML tags to set up an HTML document, format text, add links, create tables, and build ordered and unordered lists.
- 5.7 Add head content to make a web page visible to search engines.
- 5.8 Use Adobe Creative Suite to implement a reusable design.

6.0 Evaluating and Maintaining a Site by Using Adobe Dreamweaver CS6

- 6.1 Conduct technical tests.
- 6.2 Identify techniques for basic usability tests.
- 6.3 Identify methods for collecting site feedback.
- 6.4 Manage assets, links, and files for a site.
- 6.5 Publish and update site files to a remote server.