



1D0-61B

Site Development Associate

A Success Guide to Prepare-
CIW Site Development Associate

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Introduction to 1D0-61B Exam on CIW Site Development Associate

Use this quick start guide to collect all the information about CIW Site Development Associate (1D0-61B) Certification exam. This study guide provides a list of objectives and resources that will help you prepare for items on the 1D0-61B CIW Site Development Associate exam. The Sample Questions will help you identify the type and difficulty level of the questions and the Practice Exams will make you familiar with the format and environment of an exam. You should refer this guide carefully before attempting your actual CIW Site Development Associate certification exam.

The CIW Site Development Associate certification is mainly targeted to those candidates who want to build their career in Web Foundations domain. The CIW Site Development Associate exam verifies that the candidate possesses the fundamental knowledge and proven skills in the area of CIW Site Development Associate.

CIW 1D0-61B Certification Details:

Exam Name	CIW Site Development Associate
Exam Code	1D0-61B
Exam Price	\$150 (USD)
Duration	30 min
Number of Questions	30
Passing Score	63.33%
Schedule Exam	Pearson VUE
Sample Questions	CIW Site Development Associate Sample Questions
Practice Exam	CIW 1D0-61B Certification Practice Exam

CIW 1D0-61B Exam Syllabus:

Details
- Demonstrate knowledge required to create a Web page.
- Add images and graphical formatting to HTML files, and create and edit images and audio.
- Identify and use design and color principles for Web pages.
- Create a basic HTML form that accepts user input.
- Define Extensible Markup Language (XML), and identify its features and appropriate use.
- Identify essential Web site navigation issues, and ensure page/site accessibility.
- Define and apply essential aspects of the Cascading Style Sheets (CSS) standard, including CSS versions 1, 2 and 3.
- Use the most current version of Hypertext Markup Language (HTML5) to create Web pages.
- Identify technologies for enhancing the user's Web experience, including programming languages, multimedia technologies.
- Use GUI-based HTML editing software to create Web pages.
- Test and analyze Web site performance issues.
- Identify steps in the Web site planning and development process.
- Identify essential issues in developing and maintaining a Web site, including project management, testing, legal issues.
- Plan and deliver oral presentations of your Web site, during and after site development.
- Define electronic commerce (e-commerce) and related technologies and concepts necessary to develop a secure, useful interface (i.e., storefront).
- Demonstrate knowledge of languages commonly used to provide database connectivity to Web sites.
- Identify the benefits and drawbacks of running your own Web server versus using a service provider.
- Identify common strategies for managing an end user's experience and improving site creativity.
- Consider copyright and ethical issues when creating Web pages.
- Design Web pages to industry standards.

1D0-61B Sample Questions:

01. You need to center and indent a quote on your Web page. Which is the best way to accomplish this using HTML5?

- a) Use the <pre>element.
- b) Use the <blockquote> element.
- c) Use the style attribute with the <p> tag.
- d) Use the text-align attribute with the <p> tag.

02. During the initial meeting to plan a new Web site, whose input must be obtained?

- a) Shareholders
- b) Stakeholders
- c) Web developers
- d) Graphic designers

03. When developing Web pages, it is important to test the pages with:

- a) Current versions of multiple browsers.
- b) Current versions of Internet Explorer and Firefox.
- c) Current and older versions of multiple browsers.
- d) Current and older versions of Internet Explorer and Chrome.

04. Aisha is coding a Web site using a GUI HTML editor. She wants to quickly check her code for errors and compliance with HTML standards as she works. How can she best accomplish this?

- a) Render and validate the code using <http://validator.w3.org>.
- b) Render the code with a browser to see if it looks correct.
- c) Validate the code using <http://validator.w3.org>.
- d) Validate the code using the GUI validator.

05. The process of wire framing typically includes determining Web site goals plus:

- a) Outlining project timelines and budget constraints, and identifying site stakeholders.
- b) Outlining project timelines and budget constraints, and identifying audience requirements.
- c) Outlining the development and marketing process, and identifying audience requirements.
- d) Outlining the development process and site navigation, and identifying required technologies.

06. Which choice describes a correct order of precedence for implementing CSS?

- a) Inline styles override all other styles.
- b) External styles override all other styles.
- c) Internal (embedded) styles override inline styles.
- d) External styles override internal (embedded) styles.

07. Marion is formatting a simple Web page. She has been asked to create headings before the first and third paragraphs. To accomplish this most efficiently, which type of HTML elements should Marion use?

- a) Text-level elements
- b) Block quote elements
- c) Fixed-width font elements
- d) Paragraph-level elements

08. A user is submitting data from a form on your Web page to a database using a CGI script. Which attribute of the form field elements organizes the user's information into name=value pairs?

- a) Name
- b) Form
- c) Value
- d) Method

09. Which choice lists the CSS standard(s) that HTML5 supports?

- a) CSS3 standard only
- b) CSS2 and CSS3 standards only
- c) CSS1 and CSS2 standards only
- d) All CSS standards (CSS1, CSS2 and CSS3)

10. Since the advent of HTML5, which choice accurately describes a difference between a mobile app and a mobile Web site?

- a) A mobile Web site is faster because it uses the mobile phone's default browser.
- b) A mobile app is faster because it does not necessarily use the browser.
- c) A mobile Web site cannot create an immersive experience for users.
- d) A mobile app can be used on any operating system.

Answers to 1D0-61B Exam Questions:

Question: 01 Answer: b	Question: 02 Answer: b	Question: 03 Answer: c	Question: 04 Answer: d	Question: 05 Answer: d
Question: 06 Answer: a	Question: 07 Answer: d	Question: 08 Answer: a	Question: 09 Answer: d	Question: 10 Answer: b

Note: If you find any typo or data entry error in these sample questions, we request you to update us by commenting on this page or write an email on feedback@edusum.com