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How to Become an Accredited Symbian Developer



Introduction

The Accredited Symbian Developer scheme provides an independent accreditation standard for C++ development on Symbian OS, for developers and employers alike. Assessment is via an examination that uses adaptive technology to determine strengths and weaknesses across the ASD curriculum.

How to become an ASD...

To become an ASD, you must be competent in the following:

- C++ language fundamentals
 - ◆ Types - JCS: trial stub
 - ◆ Statements
 - ◆ Expressions and Operators
 - ◆ Functions
 - ◆ Dynamic Memory Allocation
 - ◆ Tool Chain Basics
- Classes and objects
 - ◆ Scope and C++ Object-Oriented Programming (OOP) Support
 - ◆ Constructors and Destructors
 - ◆ Class Members
- Class design and inheritance
 - ◆ Class Relationships
 - ◆ Inheritance
 - ◆ Dynamic Polymorphism ? Virtual Methods
 - ◆ Static Polymorphism and Templates
- Symbian OS types

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- ◆ Basic Data Types
- ◆ T class
- ◆ C class
- ◆ R class
- ◆ M class
- ◆ Static classes
- ◆ Factors to Consider when Creating a Symbian OS Class
- ◆ Why Is the Symbian OS Naming Convention Important?
- The CleanupStack
- Object construction
- Descriptors
- Dynamic arrays
- Active objects
- System structure
- Client-server
- File server, stores and streams
- Sockets
- Tool chain
- Platform security
- Binary compatibility

More information

For further details of the Accredited Symbian Developer (ASD) scheme, please visit the Symbian Developer Network [1] where you'll be able to find out more about the ASD Curriculum [2].

Additional sources of information can be found from [Majinate](#). You can review some free practice questions [here](#), and find out more about the an exam Primer book [here](#).

Helpful Links

- [Tutorials at symbianresources](#)