



ATG Certified Commerce Developer Examination

Introduction

This specification is intended to define the knowledge and skills that demonstrate proficiency as an application developer using ATG Commerce tools and technologies. The ATG Commerce examination verifies that candidates can apply their knowledge and skills to their job as an application developer:

- Designing consumer and business-to-business commerce solutions based on an understanding of ATG Commerce components and an assessment of the business needs for an application.
- Developing consumer and business-to-business commerce solutions built upon the ATG Commerce framework.

The examination measures a candidate's proficiency with ATG Commerce from a business solution and implementation perspective, and sets professional standards for ATG Commerce application development.

Background and Experience

Developers should have a minimum of 4-6 months of applied experience using ATG Commerce software in an application development environment. Additionally, they should have:

- Extensive knowledge of Java, JSP, OO Application Development, and systems integration
- Understanding of SQL databases, and at least some basic experience with SQL programming
- Experience in architecting/developing complex, multi-tiered Internet applications
- Fluency in ATG programming, including in depth understanding of and experience with the ATG Relationship Management Platform (the Dynamo Application Framework, Scenario PersonalizationSM)
- Comprehensive understanding of how to use ATG Commerce to design and develop both consumer and business-to-business commerce applications

The ATG Certified Relationship Management Developer Exam is a suggested pre-requisite for the Commerce Developer Exam.

Test Content

I. Commerce Catalog Design and Implementation

The application programmer applies ATG Commerce technologies in the design and implementation of custom product catalogs.

- 1.1 Describe the components and the format of the commerce product hierarchy.
- 1.2 Describe the properties of commerce repository items.
- 1.3 Explain how and when to add attributes to products/skus.
- 1.4 Describe how to extend the SKU.
- 1.5 Recognize when to use custom catalogs vs. the standard catalog.
- 1.6 Explain how to set up custom / multiple catalogs.
- 1.7 Explain how to display catalogs in various formats.
- 1.8 Recognize when and explain how to use the catalog droplets.
- 1.9 Explain how to assign catalogs to groups, organizations, and people.
- 1.10 Explain how to implement standard and advanced catalog searching.

II. Commerce Pricing Design and Implementation

The application programmer applies ATG Commerce technologies in the design and implementation of standard and custom pricing schemes.

- 2.1 Describe how the pricing engines work.
- 2.2 Distinguish between the different pricing objects.
- 2.3 Recognize when to use prices lists vs. standard pricing.
- 2.4 Recognize when and explain how to add a custom pricing calculator.
- 2.5 Explain how to access prices from a JSP.

III. Commerce Order Handling Design and Implementation

The application programmer applies ATG Commerce technologies in the design and implementation of custom order handling.

- 3.1 Explain how to manipulate order objects with out-of-the-box form handlers.
- 3.2 Describe the difference between persistent orders vs. transient orders.
- 3.3 Describe the relationship between order objects and repository items.
- 3.4 Describe the function of the manager object.
- 3.5 Describe the relationship between transactions and orders.

IV. Commerce Checkout Process Design and Implementation

The application programmer applies ATG Commerce technologies in the design and implementation of custom checkout processes.

- 4.1 Given a commerce application design, define the page interaction (parameter and method data flow) through the commitment of the order.

- 4.2 Describe the functions and features of the various checkout form handlers, including shipping, payment, cart modifier, and commit order.
- 4.3 Recognize when and how to extend the various checkout form handlers.
- 4.4 Explain how to ship to multiple addresses.
- 4.5 Explain how to add a shipping group to the list of available shipping groups.
- 4.6 Explain how to trigger the fulfillment process.
- 4.7 Explain how to display items in a cart
- 4.8 Explain how handle checkout errors.

V. Commerce Merchandising Design and Implementation

The application programmer applies ATG Commerce technologies in the design and implementation of custom merchandising schemes, including promotions, coupons, gift certificates, gift lists, and comparison lists.

- 5.1 Describe the differences between promotions (discounted items) and claimables (gift certificates, coupons, etc.).
- 5.2 Explain how to create various types of promotions using the ACC.
- 5.3 Explain how to grant and revoke promotions via scenarios.
- 5.4 Explain how to create global promotions.
- 5.5 Explain how to display promotional media items on a JSP via slots/scenarios.
- 5.6 Explain how to create checkout pages that allow gift certificates and coupons to be claimed/redeemed.

VI. Commerce Payment Process Design and Implementation

The application programmer applies ATG Commerce technologies in the design and implementation of custom payment processes (payment manager, payment types).

- 6.1 Describe the basic activities that can be performed on a payment type (authorize, debit, credit).
- 6.2 Describe the various out-of-the-box payment types (credit card, gift certificate, store credit, invoice request).
- 6.3 Describe the various components of the payment manager (PaymentManager, PaymentPipeline, info objects, PaymentStatus, payment processors).
- 6.4 Describe the most basic means of creating a new payment type and associated payment processor.
- 6.5 Describe the standard places where the PaymentManager is accessed (checkout process - authorization, fulfillment process debit).
- 6.6 Explain how to create a user interface (JSP, form handlers) to create instances of payment types (such as credit cards).
- 6.7 Explain the relationship payment groups and order cost.
- 6.8 Describe how and to what order objects (item cost, order cost, tax cost, shipping cost) payment groups are applied.

VII. Commerce Approvals Design and Implementation

The application programmer applies ATG Commerce technologies in the design and implementation of custom order approval procedures.

- 7.1 Explain how to use ApprovalRequiredDroplet in a JSP to list orders needing approval.
- 7.2 Explain how to use the ApprovalFormHandler to approve/reject orders including comments.
- 7.3 Recognize how and when to extend the checkRequiresApproval pipeline to implement specific requirements as to whether an approval is required for a given customer/order.
- 7.4 Explain how to create scenarios to notify approvers of pending orders and to notify purchasers of approval status changes.

VIII. Commerce Inventory Management Design and Implementation

The application programmer applies ATG Commerce technologies in the design and implementation of custom inventory management procedures.

- 8.1 Describe the properties of the inventory repository (pre-order level, back-order level, stock level, pre-order threshold, back-order threshold, and stock threshold).
- 8.2 Explain how to extend the default inventory implementation for custom applications.
- 8.3 Explain how to use the inventory manager components.
- 8.4 Explain how to display inventory information in the catalog.
- 8.5 Describe approaches to integrating with a third party inventory system.

IX. Commerce Pipelines Design and Implementation

The application programmer applies ATG Commerce technologies in the design and implementation of custom commerce pipelines.

- 9.1 Describe the purpose, features and function of the pipeline manager.
- 9.2 Recognize when to customize a commerce pipeline.
- 9.3 Explain how to customize a pipeline by creating and adding a processor.

X. Commerce Relationships Design and Implementation

The application programmer applies ATG Commerce technologies in the effective management of multiple shipping and payment groups within orders.

- 10.1 Specify the objects contained within the order object and describe the relationships between them.
- 10.2 Describe the structure of an order.
- 10.3 Explain how to design JSPs that allow a customer to ship to multiple addresses.
- 10.4 Explain how to design JSPs that allow a customer to pay for an order using multiple payment methods.
- 10.5 Explain how to manipulate (display, modify) objects in an order from a JSP.