

AD0-E725 Exam Preparation: Adobe Commerce Developer Expert & AD0-E725 Best Questions



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Adobe AD0-E725 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">Cloud: This section of the exam measures the skills of Cloud Architects and covers the deployment and management of Adobe Commerce on cloud infrastructure. It requires explaining the fundamental cloud architecture, performing setup and configuration tasks, and utilizing the Adobe Commerce Cloud CLI tool to manage the environment effectively.
Topic 2	<ul style="list-style-type: none">External Integrations: This section of the exam measures the skills of Integration Specialists and focuses on connecting Adobe Commerce with external SaaS services. It encompasses the skills needed to customize data flows, utilize Adobe App Builder for extensibility, and implement Adobe I/O events and webhooks to create automated and connected business processes.
Topic 3	<ul style="list-style-type: none">Customizations: This section of the exam measures the skills of Solutions Engineers and involves modifying and extending platform functionality. This includes customizing core areas like the product catalog, checkout process, and admin panel, as well as manipulating data entities, customizing APIs, working with message queues, and writing integration tests to ensure code quality and functionality.

Topic 4	<ul style="list-style-type: none"> Section 1: Architecture: This section of the exam measures the skills of Backend Developers and covers the core structural concepts of Adobe Commerce. It involves demonstrating effective cache implementation, understanding key code components like plugins and observers, and managing multi-site configurations on a single instance. The domain also includes explaining the use of Git patches, critical security features, the CRON scheduling system, and how indexing functions within the platform.
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Adobe Commerce Developer Expert Sample Questions (Q26-Q31):

NEW QUESTION # 26

A client requests changes to their Pro Staging and Production environments. They supply a Developer with different domains for new websites to be created with the goal of expanding operations to multiple countries, doubling the current number of SKUs, and adding more customer groups.

Which two issues should the Developer anticipate based on the requested changes? (Choose two.)

- A. Catalog data expands as the number of websites and stores are increased.
- B. Recreate hierarchy navigation for every new website.
- C. Multiple websites may require duplicating custom functionality for each store, which increases code redundancy.
- D. Additional stores can lead to a longer indexing process and slower response times for noncached catalog pages.

Answer: A,D

Explanation:

When new websites and stores are added in Adobe Commerce:

The catalog data expands because product, price, inventory, and configuration data must be stored per website /store (B).

Indexing becomes more complex as indexers must recalculate data per website/store, which can increase indexing times and slow down noncached catalog pages (C).

A is incorrect because navigation hierarchy is managed via categories, not recreated per website automatically.

D is incorrect because Magento code is shared across stores; functionality is not duplicated per store.

Reference:

[Adobe Commerce DevDocs - Indexing overview](#)

[Adobe Commerce Architecture Guide - Multi-store setups](#)

NEW QUESTION # 27

A Developer needs to set up a message queue topic in Adobe Commerce to asynchronously handle order processing.

Which XML file should the Developer use to configure this?

- A. [communication.xml](#)
- B. [queue_consumer.xml](#)
- C. [queue_topology.xml](#)

Answer: A

Explanation:

The [communication.xml](#) file is used to define message queue topics and link publishers with subscribers. This is required when setting

up asynchronous handling for events such as order processing.

B (queue_topology.xml): Defines queue and exchange structure.

C (queue_consumer.xml): Defines consumers for queues but does not declare topics.

A is correct: communication.xml is the right file for defining topics.

Reference:

Adobe Commerce DevDocs - communication.xml reference

In Adobe Commerce's Message Queue Framework (MQF), several XML configuration files are used, each with a specific purpose:

communication.xml # Defines message queue topics and the messages they carry.

Topics represent logical channels that connect publishers and consumers.

Example: An order placement event may publish a message to a topic like order_processing.

queue_topology.xml # Defines the relationship between topics and queues.

Maps a topic to one or more queues.

Specifies routing and exchange bindings.

queue_consumer.xml # Defines consumers that process messages from queues.

Each consumer is a PHP class responsible for handling a message pulled from a queue.

Since the question specifically asks about setting up a topic (not the routing or consumer), the correct configuration file is communication.xml.

Official Documentation Extracts:

"The communication.xml file defines the messages and topics in the message queue framework."- Adobe Commerce DevDocs:

Message queues configuration

"Use queue_topology.xml to bind topics to queues and define exchanges."- Message Queues: Topology configuration

"Consumers are defined in queue_consumer.xml. A consumer listens to a queue and processes incoming messages."- Message Queues: Consumer configuration

NEW QUESTION # 28

An Adobe Commerce Developer creates a before plugin for the save() method from the Magento\Framework\App\Cache\Proxy class to manipulate with cache identifiers and data before it is saved to the cache storage. An example of the code is shown below:

```
namespace Magento\Framework\App\Cache;
use Magento\Framework\App\CacheInterface;
use Magento\Framework\ObjectManager\NoninterceptableInterface;
class Proxy implements
    CacheInterface,
    NoninterceptableInterface
{
    ...
    public function save($data, $identifier, $tags = [], $lifeTime = null)
    {
        return $this->getCache()->save($data, $identifier, $tags, $lifeTime);
    }
    ...
}
```

Why is the plugin not working as expected?

- A. An around plugin defined for the same function prevents the execution.
- B. An after plugin defined for the same function affects the results.
- C. The plugin cannot be created for this class.

Answer: C

NEW QUESTION # 29

A Developer needs to subscribe to the customer_register_success event.

How should the observer be declared in the module?

- A. Declare in etc/events.xml:
<observer name="customer_register_success">
 <event name="vendor_module_customer_register_observer" instance="
 Vendor\Module\Observer\CustomerRegisterSuccess" />

- B. Declare in etc/events.xml:


```
</observer>
<event name="customer_register_success">
<observer name="vendor_module_customer_register_observer" instance="Vendor\Module\Observer\CustomerRegisterSuccess" />
</event>
```
- C. Declare in etc/observer.xml:


```
<observer name="vendor_module_customer_register_observer">
<event name="customer_register_success" instance="Vendor\Module\Observer\CustomerRegisterSuccess" />
</observer>
```

Answer: B

Explanation:

The correct declaration is in etc/events.xml with `<event>` as the parent node and `<observer>` as the child node.

Magento's event/observer framework requires the observer definition to follow this structure.

Option B is invalid because the `<observer>` tag cannot be the root node.

Option C is invalid because Magento does not use observer.xml; only events.xml is valid.

Reference:

[Adobe Commerce DevDocs - Events and observers](#)

NEW QUESTION # 30

An Adobe Commerce Developer is tasked with adding a custom tax calculation to the checkout process. In addition to core tax calculations, a legacy code extending core tax calculation classes is also found. The Developer wants to utilize Magento's dependency injection system effectively to meet requirements, ensuring the solution works without modifying the existing core and legacy classes.

What should the Developer implement to achieve this?

- A. Preferences
- B. Virtual types
- C. Constructor arguments

Answer: B

Explanation:

The correct approach is Virtual types.

Virtual types allow developers to configure existing classes with different constructor arguments and create multiple variations of the same class without modifying the core or legacy code.

Preferences (C) would replace one class with another entirely, which could break the legacy functionality.

Constructor arguments (A) are part of DI but don't allow multiple variants of the same class like virtual types do.

Reference:

[Adobe Commerce DevDocs - Virtual types](#)

NEW QUESTION # 31

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