



Flash ActionScript

Flash ActionScript provides experienced Flash designers with the knowledge and hands-on practice they need to create dynamically generated, event-driven animation and interactive applications with Flash. The course teaches fundamental programming techniques. It begins by introducing core concepts including instance names, variables, functions, properties, and methods; then proceeds through conditions, loops, event handling, and animating with ActionScript.

Target Student: This course is for people interested in learning how to program Flash content using ActionScript.

Prerequisites: Flash Rich Content Creation course, or have equivalent experience and knowledge.

Delivery Method: Instructor-led, classroom-delivery learning model with structured hands-on activities.

What's Next:

Flash Advanced Design provides the knowledge and hands-on practice required to build more flexible and dynamic design-based Flash pieces, focusing on more advanced ActionScript topics that will remove a reliance on Timeline-based visual tools.

Photoshop – Level 1 Enhance, composite, repair, stylize and create digital photographic images. This course is an absolute must for anyone involved in graphic arts or web production.

Dreamweaver Website Development Learn to create websites using Macromedia Dreamweaver. The course focuses on best practices and design, stressing the importance of usability.

Performance-Based Objectives

Upon successful completion of this course, you will be able to:

- Control visual objects with ActionScript.
- Convert values returned from functions and assign them for display.
- Add code within a movieClip symbol's own timeline.
- Export and attach MovieClip symbol instances at runtime.
- Dynamically refer to instance names and property names at runtime.
- Control TextField formatting through code.
- Generate random numbers and integers using the Math class.
- Introduce core events of visual built-in classes: Button, MovieClip, and TextField.
- Create rollover effects.
- Refer to a parent object from within an event handler.
- Generate random color transformations.
- Create audio feedback with event-driven sounds linked from the Library.
- Use loops and arrays to attach, name, and control MovieClip objects.
- Use loops to create, name, and control TextFields to display data object values.
- Use if/else comparison to toggle MovieClip visual states.
- Animate with ActionScript.
- Drag and drop a MovieClip object.
- Test and respond to position at runtime.





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Controlling Visual Objects with ActionScript

- Using the Actions and Help Panels
- Declaring Variables and Their Data Types
- Using the Trace() Function and Code Hinting
- Assigning Instance Names and Using Them to Assign Runtime Property Values
- Introducing Core Properties of Visual Built-in Classes: MovieClip, Button, and TextField
- Controlling Button and MovieClip Position
- Controlling TextField Content
- Introducing Core Properties of Non-visual Built-in Classes: Math
- Using Mathematical Operators
- Understanding Data Type Conversion

Using and Writing Functions

- Working with Flash Player Global Functions
- Converting Values Returned from Functions
- Writing User-defined Functions
- Returning or Not Returning Data from a Function
- Adding Code within a MovieClip Symbol's Timeline
- Introducing the this Operator
- Introducing Core Methods of Visual Built-in Classes: MovieClip and TextField
- Controlling the MovieClip Playhead within its Timeline
- Loading External MovieClip Content
- Understanding Cross-Domain Security Issues
- Exporting and Attaching MovieClip Symbol Instances at Runtime
- Writing and Using User-defined Functions to Create Visual Content
- Dynamically Referring to Instance Names and Property Names at Runtime

Using Text, Dates, Math, and Paths

- Controlling TextField Formatting Through Code
- Creating and Formatting TextFields at Runtime
- Working with String Concatenation
- Generating Random Numbers and Integers Using the Math Class
- Understanding Relative Path Names
- Controlling Nested MovieClip Objects

Understanding and Handling Events

- Understanding Event Driven Programming
- Working with Event Handler Syntax
- Timeline-based Event Handling
- Introducing Core Events of Visual Built-in Classes: Button, MovieClip, and TextField
- Creating Rollover Effects
- Responding to TextField Focus Events
- Calling Single Function from Multiple Event Handlers
- Referring to a Parent Object from within an Event Handler

Managing Color, Sound, and Data with Built-In Classes

- Understanding Complex (aggregate) Variables
- Working with Arrays
- Working with Generic Objects
- Transforming MovieClip Objects using Transform and ColorTransform Objects
- Generating Random Color Transformations
- Using Sound Objects
- Creating Audio Feedback with Event-driven Sounds Linked from the Library

Making Decisions and Repeating Yourself

- Understanding Looped Code
- Using Loops and Arrays to Attach, Name, and Control MovieClip Objects
- Using Loops to Create, Name, and Control TextFields to Display Data Object Values
- Understanding Conditional Code Execution
- Surveying the Comparison and Logical Operators
- Using If/Else Comparison to Toggle MovieClip Visual States

Animating with ActionScript

- Dragging and Dropping a MovieClip Object
- Testing for Collision Between MovieClip Objects
- Initializing Attached MovieClip Objects
- Using the on EnterFrame Event Handler
- Controlling Visual Change Rate
- Testing and Responding to Position at Runtime Variables and Properties