



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 3.0.

Target Student: This course is for people interested in learning how to program Flash content using ActionScript 3.0.

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 ActionScript provides the knowledge and hands-on practice required to build more flexible and dynamic design-based Flash pieces, focusing on more advanced ActionScript 3.0 topics that will remove a reliance on Timeline-based visual tools.

Dreamweaver Website Development Learn to create websites using Adobe 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 3.0.
- 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.
- Generate random numbers and integers using the Math class.
- Introduce core events of visual built-in classes: Button, MovieClip, and TextField.
- Use loops to create, and control display objects.
- 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.
- 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.
- Load dynamic text from external text files.
- Create a simple preloader.





Flash ActionScript 3.0

Introduction to ActionScript 3.0

- History of Flash and ActionScript
- ActionScript 3.0 Vocabulary for New Programmers
- Overview of Flash CS5, Flash Builder 4, and Flex

Working with Events and Functions

- Adding ActionScript using Code Snippets
- Creating Custom Code Snippets
- Working with Event-Handling Functions
- Creating Event Listeners

Creating Animation with ActionScript

- Controlling MovieClip properties
- Creating Animations using the Tween Class
- Adding Easing to ActionScript Animations
- Best-Practices with ActionScript Animations

Loading Dynamic Text

- Using Dynamic Text Fields
- Understanding TLF Text Fields
- Creating Scrolling Text
- Understanding SWZ files

Printing and Sending Email

- Overview of Server-Side Code
- Sending Email from Flash
- Adding Printing Capabilities
- Understanding Conditional Logic

Using Arrays and Loops

- Adding MovieClip Instances with ActionScript
- Generating Multiple Instances with a For Loop
- Adding Drag and Drop Functionality
- Checking for Collision Between Objects
- Keeping Score

Loading External Images

- Loading PNG, JPG, GIF, and SWF Files
- Adding Transitions Between Images
- Creating a Preloader
- Adding Navigation