



Flash ActionScript 3.0

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 3.0.

Prerequisites: Flash Rich Content Creation course, or have equivalent experience and the desire to learn how to program Flash content using ActionScript.

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

Benefits: After completing this course, you will know how to work with instance names, variables, functions, properties, and methods. Additionally you will be able to add loops, event handling and animation with ActionScript.

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 topics that will remove a reliance on Timeline-based visual tools.

Dreamweaver Website Development Learn to create websites using 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 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.



Flash ActionScript 3.0 3 days

ActionScript 3 Fundamentals

- Getting Started with Coding
- ActionScript Basics
- Operators and Expressions
- Using Functions

Manipulating Symbols with ActionScript

- Introducing Symbols
- Working with MovieClip Methods
- Working with TextFields
- Dynamically Adding Symbols to the Stage
- Loading Content Dynamically Into a MovieClip

Object Oriented Programming

- Introducing Objected Oriented Programming
- Declaring Class Properties
- Declaring Methods
- Creating Visual Classes Through Inheritance
- Making the Stage a Class

ActionScript 3 Events

- ActionScript Event Types
- Dispatching a Custom Event
- Working with Timers

Loops and Conditional Logic

- Types of Conditional Statements
- Determine when Objects Overlap or Hit
- Types of Loops

Exploring the ActionScript Class Library

- The ActionScript Class Library
- Using the Sound Class
- Programmatically Formatting Text
- Getting a Date with ActionScript
- Arrays
- Static Methods and Properties

XML with E4X

- What is XML
- Using the E4X Operators
- Accessing External XML Documents

Animating with ActionScript

- Using the Enter Frame Event
- Using the Tween Class

