



Flash Application Development

Flash Application Development provides students with no prior Flash or programming experience the knowledge and hands-on practice they need to build a rich Internet application with Flash. This course focuses on using screens, built-in components, behaviors, and data binding to quickly get students proficient in building Flash applications. The course also introduces the ActionScript language and teaches students fundamental programming constructs including conditional logic and functions.

Target Student: This course is for people without prior programming skills that are new to Flash (or who have used it only to create rich media) and want to use it to create applications and/or learn ActionScript.

Prerequisites: Before taking this course, you should have a basic understanding of your computer's operating system. For example, you should know how to launch an application, create and save files, and copy files from CDs and other media.

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

Benefits: After completing this course, you will be able to create and organize a complex Flash-based Internet Applications. You will learn to work with data and objects dynamically and learn to use ActionScript.

What's Next: Dreamweaver Website Development Learn to create web sites using Macromedia Dreamweaver. The course focuses on best practices and design, stressing the importance of usability.

HTML is recommended for users of WYSIWYG page editors (Dreamweaver, GoLive, FrontPage, etc.) who want to have more control over their pages

Flash Advanced Application Development focuses on using classes, complex data structures, built-in components, web services and Flash Remoting to quickly become proficient in building dynamic Flash applications

Acrobat/PDF covers how to create and secure PDFs for document distribution on the Web

Performance-Based Objectives

Upon completion of this course you will know how to:

- Plan, organize and construct an application from scratch
- Understand the benefits of using scenes
- Set object properties using Flash's panels and keyboard shortcuts
- Utilize ActionScript to manipulate components
- Add advanced playback controls and interactive elements to a Flash MovieClip (including remote rollovers and expanding menus)
- Encourage advanced interactivity with forms
- Understand variables and expressions
- Test, optimize and publish a Flash Movie using a variety of Flash tools
- Use XML and the XML Data Connectivity Component
- Connect to external data
- Use the if Statement and other conditional logic



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3 days

Course Outline

Introducing the Flash Interface

- Introducing Flash
- Using the Flash Interface
- Using the Panels Most Helpful in this Course
- Publishing Flash Documents

Architecting with Screens

- Building Flash Applications with Screens
- Managing Content on Screens

Adding and Organizing Content

- Importing Graphics
- Working with Layers
- Adding Flash UI Components

Connecting to External Data

- Understanding Dynamic Content
- Understanding XML
- Data Integration in Flash
- Using the XML Data Connectivity Component
- Binding Results to a ComboBox

Building a Simple Rich Internet Application

- Understanding Rich Internet Applications
- Creating Dependent Components
- Making an Initial Selection for a Component

Introducing ActionScript

- Using the Basic Elements of ActionScript
- Adding Code to Screens
- Populating a TextArea with ActionScript
- Storing Data in Variables

Manipulating Components with ActionScript

- Using Components' Methods, Properties and Events
- Getting More Data from the XMLConnector
- Handling User Events on UI Components

Controlling Application Flow

- Using Conditional Logic
- Using the if Statement
- Using Components and Conditional Logic
- Using the else Statement

Implementing Drag and Drop on MovieClips

- Introducing the MovieClip
- Reacting to MovieClip Events
- Using Dragging Behaviors
- Using the hitTest() Method
- Attaching a MovieClip from the Library

Using Built-In Classes

- Instantiating Classes
- Utilizing the TextField Class
- Using Data from a Text File
- Reading the Data from a Text File

Reusing Code with Functions

- Utilizing Flash's Built-In Functions
- Reusing Code
- Introducing User-Defined Functions
- Using Global Functions
- Referencing an External ActionScript File

Building a Navigation System

- Creating Buttons
- Displaying Screens from Menu Options
- Displaying SWFs from Menu Options
- Using Screens to Build a Submenu

Submitting User Data Using Forms

- Using Forms to Gather User Data
- Submitting User Data

