



Flash CS5.5 Mobile Development: Android and iOS Applications

Flash CS5.5: Mobile Development is a two-day course focusing on creating mobile applications for Android and iOS devices. Using Flash Professional CS5.5, students will learn how to plan a mobile project, understand ActionScript 3.0 mobile APIs and complete the entire development process (Create, Test, and Publish). Although not required, students are encouraged to bring a compatible mobile device for testing.

Target Student: Students who want to learn how to build mobile applications.

Prerequisites: To ensure success, you should have completed both the Flash Rich Content Creation (Level 1) and Flash ActionScript (Level 2) courses or have equivalent experience and knowledge. This course assumes you have an understanding of the Flash Professional interface and some ActionScript 3.0 knowledge.

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

Benefits: This course gets you up to speed on the new mobile development features in Adobe Flash Professional CS5.5 and shows you how to leverage your existing Flash skills to create Android and iOS mobile applications.

What's Next:

jQuery Add functionality to your web site with jQuery, an open source JavaScript framework made to make web development easier.

Dreamweaver Website Development Build a web site that includes text, graphics, style sheets, tables, links, rollovers, navigation bars and forms.

Performance-Based Objectives

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

- Set up your Development Environment.
- Detect Motion with the Accelerometer.
- Implement Auto Orientation.
- Understand the Geolocation API.
- Manage Files on the Device.
- Create and use a Local Database.
- Access the Camera, Camera Roll, and Microphone.
- Test your Application on a Device.
- Publish and Submit your Application to the App Store.





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Introducing Flash Development For Mobile Devices

- Building for Android
- Building for iOS
- Building for additional platforms
- Device Support
- Understanding Adobe AIR

Setting Up Your Development Environment

- Preparing for Android Development
- Preparing for iOS Development

Building and Installing Your First Application

- Creating a Project
- Creating a Document Class
- Adding Icons
- Creating a Splash Screen
- Previewing the Application
- Publishing the Application

Rethinking ActionScript Programming

- Conserving Memory and CPU Resources
- Reuse Objects
- Event Handling
- UI Practices
- Caching
- Garbage Collecti

Multitouch API

- Understanding Multitouch
- Working with Touch Events
- Working with Swipe Gestures
- Working with Rotate and Zoom Gestures

Detecting Motion with Accelerometer

- Introduction to the Accelerometer
- Listening for Accelerometer Events
- Responding to Accelerometer Events
- Detecting Shaking

Implementing Auto Orientation

- Enable Your App to Rotate
- StageOrientationEvent
- Two Essentials for UI Reorientation
- Detecting an Orientation Change
- Changing Positioning Based on Orientation Change

Geolocation API

- Getting Geolocation Data
- Creating a Basic Geolocation Application
- Creating a Compass App
- Creating a Speedometer and Altimeter

Service Integration Using URL Protocols

- Making Phone Calls from your Application
- Sending SMS Messages
- Sending E-mails
- Pointing on Google Maps

Camera, Camera Roll, and Microphone

- CameraUI: Launch and Return
- Tapping into the Camera roll
- Capturing Sound with the Microphone

Data

- Reading and Writing Files
- Working with a SQLite Database

Submitting Your App to the App Store

- Preparing your Application
- Submitting your App to the Android Marketplace
- Submitting your App to the iOS App Store