



Adobe Flash CS4 ActionScript

Click here for course dates and to register.

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 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.

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.



Adobe Flash CS4 ActionScript 3 days

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

