



Adobe Flash CS4 ActionScript 3.0

Duration: 3 days

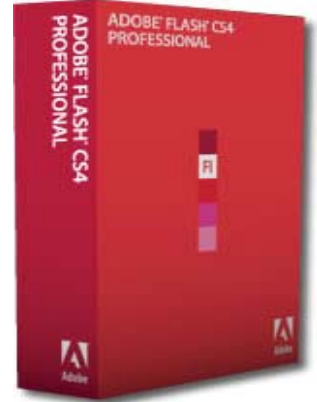
Course Synopsis:

ActionScript 3.0 is the driving force behind Flash CS4. This class is designed for the intermediate level Flash designers that would like to create powerful, compelling, and highly interactive digital content for the web with Flash and ActionScript. In this three day course the students will discover the fundamentals of the ActionScript development language. This class also briefly covers working in Flash for Adobe AIR Application Development.

Who Should Attend:

This course is for Flash designers who have some experience with Flash design and would like to learn basic and intermediate ActionScript. To gain the most from this class you should already have:

- Experience creating Flash designs and animation using the timeline
- Equivalent knowledge from the Adobe Flash CS4 intro level course



Prerequisites:

Because of the amount of material we cover in class, we do require students to be comfortable using a mouse, opening and saving files, and the general operations of computers. While we will make every reasonable effort to help, students with insufficient skills may be required to observe the class lessons or do their best to keep up without slowing down the rest of the class. We highly recommend attending the Flash CS4 Professional course before attending this course.

What You Will Learn:

- Variables and Properties
- TextFormat Class
- Event Handling
- Loops and Conditions
- Controlling Sound in Flash
- Functions and Methods
- Creating Animation with ActionScript 3.0
- Arrays, Objects, and built-in classes
- ActionScript 3.0 and XML
- Creating an AIR Application

Time:

Class time is 9:00 a.m.- 4:00 p.m. Breaks are scheduled throughout the day and lunch is typically scheduled 12-1. Students provide their own lunch.

Course Materials:

Course materials are provided. Our goal is to make sure your class meets your objectives, not ours. Therefore, all of our outlines are treated as guides to help steer the workshop. We may change or alter course topics to best suit the classroom situation.

Locations:

We have company-operated facilities in Atlanta, Chicago, Denver, San Diego and Washington DC. We also work with a network of rental facilities to offer our classes regularly across the United States and in Canada. Please double-check the location of your class with our office to make sure you get to the right location.

Related Courses:

We recommend the following courses that relate to this class: Adobe Fireworks, Dreamweaver, and Flash Professional. Please take a look at our other course outlines at our web site, <http://www.ledet.com>.

Goals:

Sterling Ledet and Associates realizes the importance of education and we take pride in being able to offer you classes that are more custom fit to your needs. Call us at (770) 414-5007 if you have any special questions or e-mail us at sales@ledet.com.

Registration:

Please fill out our registration form and fax it to us at (312) 896-9094.



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LESSON PLANS

LESSON 1

Introduction to ActionScript 3.0
A Brief History of Flash ActionScript
ActionScript for New Programmers
Moving from Version 1.0 and 2.0

LESSON 2

Navigating the Flash Timeline
Placing Code in the Flash Timeline
Programming Best Practices
Working with Events and Functions
Creating Event Listeners and Event Handlers
Creating Navigation with a Button

LESSON 3

Creating Animation with ActionScript
Reviewing the Starting File
Controlling MovieClip Properties
Creating Animation with ActionScript
Creating ActionScript in External Files
Creating Instances of a Class File

LESSON 4

Using ActionScript Components to Load Content
Creating an Instance of the List Component
Setting Component Parameters
Using the UI Loader Component
Adding a CHANGE Event Listener
Loading SWF Files into a UI Loader
Creating the Gallery File
Adding a Scroll Bar to the Text Field

LESSON 5

Creating Preloaders in ActionScript
Tools in the Testing Environment
Creating a Progress Bar for Loading
UI Loader Progress Tracking
Controlling Frames of a MovieClip

LESSON 6

Using Arrays and Loops in AS 3.0
Adding MovieClip Instances to Stage
Generating Multiple Instances with a Loop
Adding Event Listeners to the Block Instances
Animation Using ENTER_FRAME
Adding the testDone() Function

LESSON 7

Creating a Radio Button Quiz
Creating a New ActionScript File
Setting Up the RadioButton Quiz Class
Adding Variables
Creating the Quiz Functionality
Formatting Text with AS 3.0
Creating the Quiz
Creating the Final Function
Integrating Your New Class in the Main Project File

LESSON 8

Controlling Sound with AS 3.0
Adding Sliders to the Project
Sound, SoundChannel, and SoundTransform Classes

Setting the Song Titles Using a Loop
Making the Sliders Visible
Programming Buttons with AS 3.0
Volume and Pan Controls
ID3 Tags of an MP3 File
Adding a Text Format Object
Adding the Slider Controls

LESSON 9

Working with an XML Playlist
Understanding XML
Replacing the SongList Array with an XML Instance
Loading with the URLLoader Class
Responding to COMPLETE and IO_ERROR Events
Moving the Event Listeners into a Function
Creating Hyperlinks Using XML Data
Navigating Through the Song List

LESSON 10

Using ActionScript and Components to Control Video in Flash
Adding the FLVPlayback Component
Setting the FLVPlayback Properties
Controlling the Video Playback
Working with Color
FLVCaptioning Component
Playing Multiple Video Files from an XML Playlist
Using the Full-Screen Publish Settings



We teach the cool stuff!

Course Outline



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LESSON PLANS

LESSON 11

- Inverse Kinematics in Flash CS4
- Working with IK Animation in AS 3.0
- Creating Sound and SoundChannel Instances
- Playing and Stopping the Sound Effects
- Accessing the User's Webcam or Video Camera
- Using ActionScript
- Using the Bitmap and BitmapData Classes
- Examining the Pixel Bender Toolkit

LESSON 12

- Printing and Sending Email with ActionScript
- Adding a Simple Email Link
- Sending Email from Flash
- Adding Printing Capabilities with the PrintJob Class

LESSON 13

- Creating Adobe AIR Applications with Flash and ActionScript 3.0
- AIR-Specific ActionScript
- Flash Publish Settings for an AIR Project
- Including a File in the AIR Application
- Creating an AIR Application
- Listening for Drag Events