

ActionScript 3 for Flash CS4: Level 1

Course Length: 2.0 day(s)

Course Description

As a web developer, or graphic designer, you want to create engaging experiences for the visitors to your sites. Thus far, you have probably created straightforward HTML or Flash files with simple animations using prebuilt components. In this course, you will create rich Internet applications and stand-alone projects with Adobe® Flash® CS4 using ActionScript™.

Course Objective:

You will create Flash-based movies that contain graphics, text, and animations using ActionScript.

Target Delegate:

The target delegate is the professional who wants to be an advanced developer of media technologies, on a path towards programming and web development. Target customers are advertising agencies, marketing agencies, production houses, and design- or media-focused departments within larger corporations.

Prerequisites:

Before taking this course, delegates should have taken the Adobe® Flash® CS4: Level 1 course or have equivalent knowledge of Flash.

Performance-Based Objectives

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

- use basic ActionScript code.
- work with events and functions
- create animation with ActionScript.
- create external actionscript files
- add data to your application using built-in classes.
- use actionscript and components to load content
- create preloaders
- create a radio button quiz

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Lesson 1 Navigating The Flash Timeline

Placing code on the Flash timeline

Creating Frame Labels

Using the Count Variable

Lesson 2 Working With Events And Functions

Creating event listeners and event handling functions

Creating navigation with a button click

Creating a Call Function

Lesson 3 Creating Animation with Actionscript

Controlling MovieClip properties with ActionScript

Use a Conditional Statement

Creating animation using ActionScript tweens

Use Easing to create animation effects

Lesson 4 Creating Actionscript In External Files

Creating an ActionScript file

Create a Constructor Class

Add Methods and Properties to a Class

Creating instances of a class file in Flash

Use the Mouse Move event

Generate random colours

Lesson 5 Using Actionscript And Components To Load Content

Creating an instance of the List component and setting its parameters

Adding an instance of the UI Loader component

Adding a CHANGE event listener to the List component

Loading SWF files into a UI Loader component

Creating the gallery file

Adding a scroll bar to the text field

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Lesson 6 Creating Preloaders In Actionscript 3.0

Tools in the testing environment
Creating a text field and progress bar to track loading
Inserting ActionScript to track progress of the
UI Loader component
Controlling the frames of a MovieClip to reflect loading progress

Lesson 7 Using Arrays And Loops In Actionscript 3.0

Examining the starting file
Adding MovieClip instances to the stage from the Library
Generating multiple instances with a for loop
Adding event listeners to the Block instances
Creating animation using ENTER_FRAME
Adding the testDone() function

Lesson 8 Creating A Radio Button Quiz In An Actionscript File

Examining the starting file
Creating a new ActionScript file
Setting up the RadioButtonQuiz class
Adding variables to the RadioButtonQuiz class
Creating the quiz functionality
Formatting text with ActionScript
Creating the quiz
Creating checkAnswer()—the final function
Integrating your new class into the Flash project