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Flash ActionScript3 Course Outline

Duration: 5 Days

Related Courses:

Adobe Photoshop, Adobe Illustrator, Adobe Dreamweaver

Course Overview and Objectives

Students will produce an engaging interface using text, graphics, animations, video, and sound. Simple user interactions are added using built in ActionScript code snippets and Script Assist. In addition to teaching essentials, the course focuses on teaching best practices for creating Flash content.

Pre Requisites:

Completed the Flash Cs5 (Animation course)

Course Outline

Intro to ActionScript

- What is Actionscript?
- Why use Actionscript?
- Which symbols can be scripted?
- Looking at Basic Preferences
- Using the Actions Panel
- Where to you write Actions?
- Instances and Frame Labels
- Error Messages

Understanding basic syntax

- Case Sensitivity
- Dot Syntax
- Comments
- Parentheses, braces, and brackets
- Language keywords
- Literals
- Terminology

Variables and operators

- Understanding Variables
- Data Typing Variables
- Data Type Conversion
- Using Language Operators
- Mathematical Operators (concatenation and assignment)

Strings and numbers

- Manipulating String and Number Data
- Using String properties and methods
- Using Number properties and methods

Functions and tracing

- Learning function statement syntax
- Working with variables in functions
- Adding an Argument to a Function
- Referring to arguments dynamically
- Returning data from a function
- Setting the access modifier of a function or variable
- Using Trace command



MovieClip class

- Understand the Structure of a Reusable Object
- Defining a Movie Clip Object
- Understanding Classes
- Understanding the Inheritance Class
- Using the Movie Clip Class
- Using Movie Clip Properties
- Using Movie Clip Methods
- Creating Nested Movie Clip

Buttons and events

- Working with the Button Class
- Creating an Event Handler
- Assigning Buttons with Reusable Functions
- Setting Events to a Button Object
- Using a Click Event with a Movie Clip

Conditional statements and loops

- Comparison and Logical Operators
- Using Conditional Statements (If, else, else if)
- Nesting Conditional Statements
- Using Switch/Case statements
- Using For / For ... In Statements
- Using While / Do ... While
- Using break statements inside loops

Textformat and stylesheet class

- Creating TextFields Dynamically
- Introducing the TextFormat class
- Using the TextFormat Properties and Methods
- Introducing the StyleSheet class
- Using the StyleSheet Properties and Methods

Buttons and events

- Working with the Button Class
- Creating an Event Handler
- Assigning Buttons with Reusable Functions
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Working with graphics

- Basics of using the drawing API
- Understanding the Graphics class
- Drawing lines and curves
- Drawing shapes using built-in methods
- Creating gradient lines and fills
- Animating with the drawing API
- Creating filters and blends with ActionScript



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Sound class

- Explaining the Sound Class
- Loading an External Sound
- Handling Errors from a Loading Sound
- Using a Complete Event
- Stop, Play, Pause, Replay Button
- Transform Class
- Volume Levels

Video class

- Flash Video Component
- Controlling Flash Video with ActionScript 3
- Creating Your Own Controls

Arrays and date class

- Using Arrays
- Creating and populating instances of the Array class
- Working with multi-dimensional arrays
- Manipulating arrays
- Associative arrays
- Representing two-dimensional data with object arrays

* Please note that we offer free electronic support to clients on content covered on our courses.