



## Adobe® Flash CS4 Actionscript 3

**Duration:** 5 Days

### **Overview:**

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

### **Pre Requisites:**

Completed the Flash Cs3 Level 1 (Animation course)

### **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

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## **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

## **Movie Clip 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

## **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