

Adobe® Flash® CS3: Level 2

Course Specifications

Course number: 084541

Software: Adobe® Flash® CS3

Course length: 2.0 day(s)

Course Description

As a web developer, 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 with Adobe® Flash® CS3 using ActionScript™. The site you create will pull data from external sources, so it will respond to user choices based on the information in those files. You will also manage forms, perform calculations, and tailor the interface using ActionScript programming.

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

Target Student: The target student 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, students should have taken the Adobe® Flash® CS3: Level 1 course or have equivalent knowledge.

Delivery Method: Instructor led, group-paced, classroom-delivery learning model with structured hands-on activities.

Performance-Based Objectives

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

- use basic ActionScript code.
- manipulate components with ActionScript.
- work with movie clips.
- add data to your application using built-in classes.
- reuse code with functions.
- connect to external data.
- build a navigation system.
- manage user data with forms.

Course Content

Lesson 1: Using ActionScript

Topic 1A: Add Components from the Actions Panel

Topic 1B: Trace a String

Topic 1C: Populate a Text Area with ActionScript

Topic 1D: Store Data in Variables

Lesson 2: Manipulating Components with ActionScript

- Topic 2A: Create an Event Handler
- Topic 2B: Create a Form with Interactive Components
- Topic 2C: Use Conditional Logic in ActionScript

Lesson 3: Working with Movie Clips

- Topic 3A: Create a Movie Clip
- Topic 3B: Check for Movie Clip Collisions
- Topic 3C: Attach a Movie Clip from the Library Panel

Lesson 4: Adding Data Using Built-in Classes

- Topic 4A: Create a Dynamic Text Field
- Topic 4B: Read Data from a Text File

Lesson 5: Reusing Code with Functions

- Topic 5A: Streamline Code Using Built-in Functions
- Topic 5B: Create User-Defined Functions
- Topic 5C: Reference an External ActionScript File

Lesson 6: Connecting to External Data

- Topic 6A: Examine Dynamic Content in Flash
- Topic 6B: Add Data to an XML File
- Topic 6C: Load Data from an External Data Source
- Topic 6D: Create Dependent Components

Lesson 7: Building a Navigation System

- Topic 7A: Display SWFs Using Buttons
- Topic 7B: Add a Submenu Using Buttons

Lesson 8: Managing User Data Using Forms

- Topic 8A: Gather User Data Using a Form
- Topic 8B: Create a Submit Button
- Topic 8C: Submit User Data