

Adobe ActionScript 3.0

Course length: 2 days

Course Description

Course Objective: You will create dynamic applications using ActionScript® 3.0.

Target Student: This course is intended for intermediate to advanced Flash users who want to learn ActionScript programming. After taking this course, students will be able to add more complex interactivity and robust animations with ActionScript.

Prerequisites: To gain the most from this class, it is recommended that students take the following courses: Adobe Flash CS4: Level 1, Adobe Flash CS4: Level 2, and Adobe Flash CS4: Level 3; or have the equivalent knowledge.

Course Objectives

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

- Create a simple web application using ActionScript 3.0.
- Create interactive applications using ActionScript 3.0.
- Manipulate data from external resources.
- Include built-in components in their Flash applications.
- Incorporate video and audio in their applications using AS 3.0.

Course Content

Lesson 1: Getting Started with ActionScript® 3.0

Topic 1A: Introduction to ActionScript® 3.0

Topic 1B: Understand Object-Oriented Programming Concepts

Topic 1C: Create a Simple AS 3.0 Application

Topic 1D: Use AS 3.0 Programming Concepts

Lesson 2: Creating Interactivity Using AS3

Topic 2A: Create Dynamic Applications Using External ActionScript Files

Topic 2B: Create Dynamic Display Assets

Topic 2C: Implement Interactivity Using Events

Topic 2D: Use Built-In Classes

Lesson 3: Manipulating Data from External Resources

Topic 3A: Load External Display Assets

Topic 3B: Access XML Data

Lesson 4: Using Built-In Components

Topic 4A: Add Built-In Flash CS4 Components

Topic 4B: Add a Progress Bar to Your Application

Lesson 5: Controlling Video and Audio Using AS 3.0

Topic 5A: Work with Video

Topic 5B: Work with Audio

