

# Adobe Flash CS4: Level 3

Course length: 1 day

## Course Description

**Course Objective:** You will build Flash applications using advanced features of Flash CS4 and ActionScript 3.0.

**Target Student:** This course is intended for Flash designers and developers who want to master the skills required to develop robust applications using Flash CS4 with ActionScript 3.0.

**Prerequisites:** To gain the most from this course, students should have taken the following courses: Adobe® Flash® CS4: Level 1 and Adobe® Flash® CS4: Level 2, or have equivalent knowledge. They must also have a desire to expand their knowledge of ActionScript 3.0.

## Course Objectives

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

- Build a robust application using Flash.
- Use videos in Flash.
- Program using advanced ActionScript code.
- Deploy a Flash application.

## Course Content

### Lesson 1: Building an Application

#### Topic 1A: Import Assets for an Animation

XFL

How to How to Import Assets for an Animation

#### Topic 1B: Edit Animations

The MOTION EDITOR Panel

How to How to Edit Animations

#### Topic 1C: Build a Navigation Structure

Menu Structures

Scene Navigation

How to How to Build a Navigation Structure

### Lesson 2: Using Videos in Flash

#### Topic 2A: Encode a Video Object

Adobe® Media Encoder CS4

How to How to Encode a Video Object

#### Topic 2B: Add Videos to a Movie

The Import Video Wizard

Linked Videos

Embedded Videos

Video Streaming from Server

The FLVPlayback Component



Video Masking  
How to How to Add Videos to a Movie

### **Lesson 3: Programming with Advanced ActionScript**

#### **Topic 3A: Introduction to Object-Oriented Programming**

OOP  
Classes  
Objects  
Inheritance  
Encapsulation  
Polymorphism  
Abstraction  
Interfaces  
Packages  
How to

#### **Topic 3B: Use ActionScript for Animations**

The import Directive  
The Tween Class  
How to How to Use ActionScript for Animations

#### **Topic 3C: Load Data from an External Source**

The Loader Class  
XML Objects  
XML Data Access  
Shared Objects  
How to How to Load Data from an External Source

#### **Topic 3D: Create Custom Classes**

Document Classes  
How to How to Create Custom Classes

### **Lesson 4: Deploying a Flash Application**

#### **Topic 4A: Create a Preloader**

Preloaders  
How to How to Create a Preloader

#### **Topic 4B: Publish a Flash Application**

AIR  
Adobe Device Central  
How to How to Publish a Flash Application

#### **Appendix A: Localizing Content in Flash**

#### **Appendix B: Testing and Debugging a Flash Application**

#### **Appendix C: Exporting a Flash Application**

