

Adobe® ActionScript® 3.0



Course Specifications

Course number: 085085

Course length: 2.0 day(s)

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 Element K courses: *Adobe Flash CS4: Level 1*, *Adobe Flash CS4: Level 2*, and *Adobe Flash CS4: Level 3*; or have the equivalent knowledge.

Hardware Requirements

- 1 GHz or faster processor
- 1 GB of RAM or above
- 3.5 GB of hard-disk space for software installation; additional free space required to store temporary files created during installation and an additional 500 MB to run the course. However, you cannot install the software on Flash-based storage devices.
- Color monitor with 1024 x 768 resolution and a 32-bit video card
- DVD-ROM drive
- Internet connection

Software Requirements

Each computer requires the following software:

- Adobe® Flash® CS4 Professional
- Adobe® Flash® Player 10

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