



RELATED TRAINING :

It isn't enough to know one piece of software. Most software utilize graphics or elements from other softwares. And now Adobe has made them easier than ever to work together. We'll show you how easy it is to make your project the best it can be. Here are a few additional classes you would benefit from.

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Dreamweaver Essential Skills I

Photoshop Essential Skills I

Illustrator Comprehensive

Fireworks Prototype and Web Design

Flash Video Essentials

Adobe Flash CS4 : Action Script 3.0

Flash CS4: ActionScript provides experienced Flash designers with the knowledge and hands-on practice they need to create dynamically generated, event-driven animation and interactive games with Flash. The course teaches fundamental programming techniques. It begins by introducing core concepts including instance names, variables, functions, properties, and methods; then proceeds through conditions, loops, event handling, and animating with ActionScript.

Lumenbrite's instructors are Industry Experts as well as Adobe Experts. We use official Adobe training curriculum and add supplemental courseware and learning to offer you the practice, real world techniques that we use in our own projects. Courses are offered monthly at our regular locations, in addition we provide training to clients at their location across the United States. We can customize training for your organization to meet your specific needs. We encourage you to bring in your projects so that we can answer your specific questions.

Recommended Prerequisites: Completion of Flash CS4 Comprehensive, or have equivalent knowledge of the topics covered in Flash CS4 Comprehensive.

Duration: 2 Days

Adobe Flash CS4 : Action Script 3.0

Lesson Plan

LESSON 1

Introducing the Course
Understanding the course format
Looking at the course outline

LESSON 2

Controlling Visual Objects with ActionScript
Using the Actions and Help panels
Declaring variables and their data types
Using the trace() function
Assigning instance names and using them to assign runtime property values
Using the with operator
Introducing core properties of visual built-in classes: MovieClip, Button, and TextField
Controlling Button MovieClip, and TextField
Introducing non-visual built-in classes: Math
Using mathematical operators
Understanding data type conversion

LESSON 3

Using and Writing Functions
Working with Flash Player global functions
Writing user defined functions
Returning, or not returning, data from a function
Understanding variable scope
Adding code within a MovieClip symbol's own timeline

LESSON 4

Using Text, Dates, Math, and Paths
Controlling TextField formatting through code
Creating and formatting TextFields at runtime
Using Date objects
Working with String concatenation
Generating random numbers and integers using the Math class
Understanding relative path names
Controlling nested MovieClip objects

LESSON 5

Understanding and Handling Events
Understanding event-driven programming
Working with event handler syntax
Moving from symbol-based to timeline-based event handling
Introducing core events of visual built-in classes: Button, MovieClip, and TextField
Controlling the playhead within an event handler
Understanding the keyword inside an event handler
Creating rollover effects
Responding to TextField focus events
Calling a single function from multiple event handlers
Referring to a parent object from within an event handler

LESSON 6

Managing Color, Sound, and Data with Built-In Classes
Understanding complex (aggregate) variables
Working with Arrays
Working with generic Objects
Transforming MovieClip objects using Transform and ColorTransform objects
Generating random color transformations
Using Sound objects
Creating audio feedback with event-driven sounds linked from the Library

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Lesson Plan

LESSON 7

Making Decisions and Repeating Yourself
Understanding looped code
Using loops and arrays to attach, name, and control MovieClip objects
Using loops to create, name, and control TextFields to display data object values
Understanding conditional code execution
Surveying the comparison and logical operators
Using if/else comparison to toggle MovieClip visual states
Flash: Actionscript

LESSON 8

Animating with ActionScript
Dragging and dropping a MovieClip object
Testing for collision between MovieClip objects
Initializing attached MovieClip objects
Using the onEnterFrame event handler
Controlling visual change rate
Testing and responding to position at runtime