



## **ADOBE FLASH CS3 ACTION SCRIPT**

### **COURSE OVERVIEW**

Adobe Flash: 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.

### **WHO SHOULD ATTEND**

This course is for people without prior programming skills that are new to Flash (or who have used it only to create rich media) and want to use it to create applications and/or learn ActionScript.

### **PRE-REQUISITES**

To take this course, you should have:

- Completed the Adobe Flash CS3: Advanced course, or have equivalent experience.
- The desire to learn how to program Flash content using ActionScript.

### **DURATION**

3 days

### **PRICE**

RM1480 per participant

### **TIME**

9.00 am - 5.00 pm with 1 hour lunch break

### **LOCATION**

Teras One Solution

### **COURSE LEADER**

Muhammad Faisal bin Arba'in

Bachelor of Creative Multimedia, Majoring in Digital Media, University Multimedia, Cyberjaya Campus, Malaysia.

Mr Faisal Arbain has been working with Adobe Flash for 6 years and doing freelancing for several years. He has wide knowledge on Flash technology and the integration with others technology such as PHP, XML and MySQL.

Worked as Chief of Technical Officer at Flavert Media Lab Sdn. Bhd, he had developed numbers of web sites, interactive contents and mobile applications using Flash technology and PHP. His mobile game had won 11th place in Playoo Mobile Game Competition for worldwide category and 4th in Asia Pacific category.

**DAY 1**

9.00 am - 10.30 am

**UNIT 1: INTRODUCING THE COURSE**

- Understanding the course format
- Reviewing the course objectives and prerequisites
- Looking at the course outline

10.30 am - 10.45 am

**BREAK**

10.45 am - 1.00 pm

**UNIT 2: INTRODUCTION TO ACTIONSCRIPT 3**

- Why you should learn Action Script 3
- Different between AS1/AS2 and AS3
- Action Script 3 elements
  - Variables
  - Instances
  - Properties

1.00 pm - 2.00 pm

**LUNCH BREAK**

2.00 pm - 3.30 pm

**UNIT 2: INTRODUCTION TO ACTIONSCRIPT 3 (cont'd)**

- Functions and methods
- Events, Event handlers and event listener
- Classes
- Conditional statements

3.30 pm - 3.45 pm

**BREAK**

3.45 pm - 5.00 pm

**UNIT 3: COMMUNICATING WITH ACTION SCRIPT**

- Controlling with MovieClip properties
- Controlling TextField content
- Using trace() statements and comments
- Understanding variables
- Understanding data type

**DAY 2**

9.00 am - 10.30 am

**UNIT 4: USING AND WRITING FUNCTIONS**

- Using methods
- Writing custom functions
- Modular functions
- Returning or not returning data from a function

10.30 am - 10.45 am

**BREAK**

10.45 am - 1.00 pm

**UNIT 5: RESPONDING TO EVENTS**

- Understanding event types
- Writing Event Handlers
- Responding to Mouse Events
- Responding to Keyboard Events
- Using Enter Frame Event

1.00 pm - 2.00 pm

**LUNCH BREAK**

2.00 pm - 3.30 pm

**UNIT 6: UNDERSTANDING CLASSES**

- Understanding classes
- Writing a custom class
- Adding Class Object to the Timeline
- Using Document Class
- Setting Up a Classpath

3.30 pm - 3.45 pm

**BREAK**

3.45 pm - 5.00 pm

**UNIT 7: USING TEXT**

- Creating a Text Field using Action Script
- Controlling a Text Field
- Loading External Text

## **DAY 3**

9.00 am - 10.30 am

### **UNIT 8: UNDERSTANDING ARRAYS AND MATH**

- Understanding Array
- Create an Array and getting a specific data
- Understanding Math Class
- Using Basic Math operator
- Generating Random Numbers
- Rounding Numbers

10.30 am - 10.45 am

### **BREAK**

10.45 am - 1.00 pm

### **UNIT 9: DECISION MAKING AND REPETITION**

- Understanding Conditional Statements
- Writing Conditional Statements
- Understanding Loops
- Using Loops to Generate Instances

1.00 pm - 2.00 pm

### **LUNCH BREAK**

2.00 pm - 3.30 pm

### **UNIT 10: WORKING WITH MULTIMEDIA**

- Loading external images and SWFs
- Loading and controlling sounds
- Loading video and controlling video playback

3.30 pm - 3.45 pm

### **BREAK**

3.45 pm - 5.00 pm

### **UNIT 11: ADDING ADVANCED INTERACTIVITY**

- Creating a drag-and-drop Class
- Detecting Collisions
- Responding to Collisions
- Using Tween Class