

Ruth Stryker Training



CERTIFIED EXPERT
CERTIFIED INSTRUCTOR

ActionScript 3.0 (3 days)

Prerequisite: Flash CS5

Understanding ActionScript

Introducing ActionScript 3.0
Differences Between AS 1.0/2.0 and 3.0
ActionScript Elements

Communicating with ActionScript

Communicating with MovieClips
Modifying Movie Clip Properties
Understanding Variables
Setting Data Types
Using Trace Statements
Using Comments

Using and Writing Functions

Understanding Functions
Using Methods
Writing Custom Functions
Understanding Modular Functions
Returning Values from Functions

Responding to Events

Understanding Events
Using Event Listeners
Writing Event Handlers
Responding to Mouse Events
Responding to Keyboard Events
Creating a Link to a Web Site
Animating through ActionScript

Understanding Classes

Writing a Custom Class
Extending an Existing Class

Adding a Class Object to the Timeline
Defining a Document Class
Setting up a Classpath

Decision Making and Repetition

Understanding Conditional Statements
Writing a Conditional Statement
Using Conditional Operators
Setting Up Alternate Conditions
Writing Compound Conditions
Understanding Loops
Creating a Code Loop
Using a Loop to Generate Class Instances
Placing Instances Created by a Loop

Using Math

Understanding the Math Class
Using Basic Math Operators
Generating Random Numbers
Rounding Numbers

Using Text and Arrays

Creating a Text Field
Styling a Text Field
Capturing Data from a Text Field
Loading External Text
Understanding Arrays
Using Text and Arrays to Create a Game

Creating a Memory Card Game

Storyboarding Your Application
Writing a Memory Card Class

Writing a Memory Game Class
Adding Graphics to Cards
Placing Cards
Detecting Matches
Resetting Cards
Handling Incorrect Matches
Determining a Win
Adding More Cards

Advanced Graphics

Drawing with Code
Creating a Color Change
Generating Random Color Change
Animating a Color Change
Using Filters
Modifying Filter Properties
Animation Filters

Working with Multimedia

Loading External Images and SWFs
Communicating with Loaded Movies
Loading Sounds
Starting and Stopping Sound
Loading Video
Controlling Video Playback

Advanced Interactivity

Creating Drag-and-Drop Interactions
Detecting Collisions
Responding to Collisions