

# Ruth Stryker Training



CERTIFIED EXPERT  
CERTIFIED INSTRUCTOR

## ActionScript 3.0 (3 days)

Prerequisite: Flash CS4

### 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