

# Flash MX Level 3 ActionScript

## 1 day course

### Overview

This course is intended for the intermediate to advanced Flash user who wants to learn ActionScript programming to add more complex interactivity to their movies than simple navigation. You'll learn to plan your movies to make the process efficient and to allow code to be reused in multiple places. Throughout the course, you'll create a quiz game with several types of questions, including those involving toggling items on and off with clicks; dragging objects to targets; a video game question in which you move your player with arrow keys and fire missiles at an enemy; and ones that you answer via clicking checkboxes and radio buttons. In the process, you'll learn about storing data in variables, accepting input via the keyboard and mouse, using arrays and loops, using debugging tools, and using Flash's built-in components.

### Prerequisites

To ensure your success, you should have familiarity with the Windows operating system. We also recommend you first take the following Systematix course or have equivalent knowledge Flash MX Level 1 and Flash MX Level 2

### Benefits

After taking this course, you will be able to add more complex interactivity to your movies than simple navigation. You'll learn to plan your movies to make the process efficient and to allow code to be reused in multiple places.

### Target student

This course is intended for the intermediate to advanced Flash user who wants to learn ActionScript programming.

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## Course Content:

### The Flash Environment

- What is Flash?
- Vector Vs. Raster Graphics
- The Flash Work Environment

### ActionScript Basics

- What Can You Do with ActionScript?
- Creating Basic Navigation with ActionScript
- Timeline Paths and Dot Notation

### Planning Movies

- Methods of Planning Movies
- Storyboarding and Flowcharting
- Creating Modularity in Flash

### Creating Simple Interactivity

- Variables
- Movie Clip Scripts
- Conditional Statements

### Creating a Video Game

- Responding to Key Presses
- Duplicating and Hiding Movie Clips
- Testing for Collisions and Animating an Object

### Creating Complex Interactivity

- Making Movie Clips Draggable
- Determining the DropTarget for a Dragged and Dropped Clip
- Arrays
- Loops
- Remembering Item Locations and Preventing Overlaps
- Debugging
- Comparing Arrays

### Components

- Using Pre-Built Components
  - Radio Buttons
  - Combo Boxes and Functions
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