

Flash MX 2004: Developing Applications

2 day course

Overview

As a prospective Web developer, you want to create engaging experiences for visitors to your sites. Thus far, you've probably created straightforward HTML, and you may have done some programming in languages such as JavaScript, but you haven't delved into Flash yet. In this course, you'll create rich Internet applications with Flash. The site you create will pull data from external sources, so it will respond to user choices based on the information in those files. You'll also create ActionScript programming to perform calculations and tailor the interface, and you will finish by publishing the final files in .swf format.

Course Objective

You will create rich internet applications using Flash MX 2004 to dynamically integrate with external data and respond to user actions.

Target student

The target student is the professional who wants to be an advanced developer of media technologies, on a path towards programming and Web development. Target customers are advertising agencies, marketing agencies, production houses, or departments that work in such disciplines within an organization.

Prerequisites

Experience with Windows Operating Systems and various Web browsers. Basic understanding of Object Oriented Programming, JavaScript, and Flash.

Course Content:

Exploring Macromedia Flash MX 2004

- Define Rich Internet Applications
- Orientation to Macromedia Flash MX 2004
- The Process of Producing Flash Applications

Create a Presentation with Screens

- Manipulate Screens
- Manage Screen Content

Adding and Organizing Content

- Creating and Manipulating Layers
- Import Images
- Adding Flash User Interface Components

Connecting to External Data

- Dynamic Content in Flash
- Orientation to XML
- Connect to an External Data Source
- Linking Retrieved Data to a Component
- Create Dependent Components

Using ActionScript

- Manage Commands with the Actions Panel
- Trace a String
- Populate a TextArea with ActionScript
- Store Data in Variables

Manipulating Components with ActionScript

- Create an Event Handler
- Create a Form with Interactive Components

Controlling Application Flow

- Create an If Statement
- Create an If...Else Statement

Working with MovieClips

- Create a MovieClip
- Perform an Action on a MovieClip
- Check for MovieClip Collisions
- Attach a MovieClip from the Library

Using Built-In Classes

- Create a TextField Object
- Prepare an External Data Source for Use in Flash
- Read Data from a Text File

Reusing Code with Functions

- Streamline Code Using Built-In Functions
- Create User-Defined Functions
- Create Global Functions
- Reference an External ActionScript File

Building a Navigation System

- Create a Button
- Display Screens from Menu Options
- Display SWFs from Menu Options
- Build a Submenu Using Screens

Gathering and Submitting User Data

- Gather User Data with a Form
- Create a Submit Button
- Submit User Data

Publishing Flash Documents

- Publishing
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