

## Flash CS3 ActionScript 2

2 day course

Create and deliver interactive content. Enjoy a fast, fluid workflow with Adobe® Flash® CS3 Professional software, featuring a streamlined user interface, advanced video tools, and impressive integration with related software.

### Course Description

This course uses the latest software and is delivered using training workbooks and examples that the delegate can take away at the end of the course. The course is designed with a balance of hands-on practical exercises, demonstrations, reviews and discussions to ensure that a firm grasp of the Flash ActionScript programming language .

This introductory level programming course assumes a working knowledge of Flash CS3 (or Flash CS2/CS). The ActionScript techniques covered include manipulating components, working with movie clips and adding data to applications. Programming constructs such as functions are implemented and connection to external data, creating navigation and managing data with forms are undertaken.

### Who should attend?

This professional level Flash CS3 ActionScript training course is designed as a follow-on course for those who have completed the foundation course or who already have existing Flash experience. In this course, you will create rich Internet applications with Adobe® Flash® CS3 using ActionScript™. The course is suitable for most situations where professional Flash CS3 ActionScript 2 skills are required.

The course runs from 9:30 am to about 4:30pm on each day.

### What will I learn?

**How to effectively write ActionScript code and manipulate components.**

**Work with movies clips and add data to applications.**

**Streamline code, connect to external data , build navigation and use data forms.**

### COURSE CONTENT

#### Using ActionScript

- Add Components from the Actions Panel
- Trace a String
- Populate a Text Area with ActionScript
- Store Data in Variables

#### Manipulating Components with ActionScript

- Create an Event Handler
- Create a Form with Interactive Components
- Use Conditional Logic in ActionScript

#### Working with Movie Clips

- Create a Movie Clip
- Check for Movie Clip Collisions
- Attach a Movie Clip from the Library Panel

#### Adding Data Using Built-in Classes

- Create a Dynamic Text Field
- Read Data from a Text File

#### Reusing Code with Functions

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

#### Connecting to External Data

- Examine Dynamic Content in

#### Flash

- Add Data to an XML File
- Load Data from an External Data Source
- Create Dependent Components

#### Building a Navigation System

- Display SWFs Using Buttons
- Add a Submenu Using Buttons

#### Managing User Data Using Forms

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



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