Adobe Authorised Training Centre

# Flash CS3: Introduction to ActionScript 3

media training

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## Course description

Adobe Flash: Introduction to ActionScript is a three day Adobe authorised training course designed for people who already have some experience of using Flash to create animations and non-dynamic Flash content and who want to use Flash to create dynamic content and learn the fundamentals of ActionScript 3.

The course assumes no previous programming or ActionScript experience and will provide you with the core skills needed for developing Flash websites, interactive presentations, games and more.

This course focuses on developing the practical ActionScript skills required to build rich media applications using Flash. The course has been designed to enable designers and budding developers to exploit the vast potential of Flash and to explore the power and functionality of ActionScript.

## Course information

### Course duration

Three days

### Course cost

This course is available as individual tuition or private company basis only.

£1,260 plus VAT for three days of individual tuition.
£1,500 plus VAT for two delegates.
£2,025 plus VAT for three delegates.
Each additional delegate: £375 plus VAT.

### Course location

We have two fully equipped training centres in central London; one is in Highbury and Islington (one stop from Kings Cross) and one next to Waterloo station. We can also run courses onsite at your offices if you prefer.

### Pre course requirements

You should have attended the Introduction to Adobe Flash course at Media Training or have equivalent knowledge of Flash.

### Post training support

The cost of the course includes lunch, course notes to take away, a certificate and six months telephone Helpline support.

### Follow on courses

Flash: Advanced ActionScript.

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**Introduction**
- ActionScript 2 - strengths and weaknesses
- Object Orientated programming concepts

**Declaring and tracing simple variables**
- Declaring a variable
- Setting its datatype
- Assigning a value
- Tracing its value

**Setting MovieClip object properties**
- Creating a MovieClip symbol object
- Assigning an instance name
- Setting default property values

**Setting button object properties**
- Creating a button symbol object
- Setting default property values
- Assigning runtime property values

**Setting TextField object properties**
- Creating TextField object properties
- Assigning an object name
- Displaying concatenated text

**Displaying Math constants in a TextField**
- Calculating a value
- Using Math class constants
- Displaying calculated values

**Displaying system values**
- Adding code to keyframes
- Displaying player version
- Displaying time lapse

**Declaring a user defined function**
- Passing arguments
- Calling a function
- Displaying return values

**Using code layers**
- Loading external MovieClip content
- Linking objects in separate external movies

**Attaching MovieClips at runtime**
- Exporting a symbol for Actionscript

**Reformatting TextField objects at runtime**
- Creating a TextFormat object
- Creating and formatting a TextField at runtime

**Display a formatted date**
- Display date object values

**Displaying random integers**
- Displaying a random value
- Calculating a random value range
- Rounding a random value to an integer

**Understanding path names**
- Using absolute path names
- Using relative path names

**Migrating On handler code to timeline**
- Writing an onPress() handler

**Creating MovieClip rollover**
- Attaching library content

**Writing handlers to manage TextField input**
- Displaying visual feedback to form entry

**Adding object and instance properties**
- Adding a method to an object

**Using a Sound object to link or load sounds**
- Creating audio feedback

**Looping over Array Values**
- Tracing array values
- Tracing names and values

**onRollOver events**
- Writing an onRollOver handler

**Creating a visual class**
- Creating an init() method

**Animating MovieClips with ActionScript**
- Convert tweens to ActionScript

**Questions and answers**