



Adobe® Flash® MX

Level 3

In this course, you'll create rich Internet applications with Flash, 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.

Adobe® Flash® MX: Level 3

I. Course Specifications

Duration 21 hours

Pricing: 490 L.E.

II. Course Objective

You will create rich internet applications using Flash MX integrate with actions Script .

III. Target Students

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.

IV. Prerequisites

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

V. Delivery Method

Instructor led, group-paced, classroom-delivery learning model with structured hands-on activities.

VI. Hardware Requirements

- Windows platform: 600 MHz Intel Pentium III processor or equivalent
- Windows platform: 275 MB available disk space + 125 MB for this course's data files
- 128 MB RAM (256 MB recommended)
- Monitor capable of display 1024 by 768 or greater resolution and true (24-bit or greater) color

Adobe® Flash® MX: Level 3

- Mouse or other pointing device
- CD-ROM drive

VII. Platform Requirements

Windows version: Windows XP recommended, but Windows 98 Second Edition or Windows 2000 are also supported.

VIII. Software Requirements

- Flash MX 2004 Professional (Most activities require the Professional version, not Flash MX 2004)
- Internet Explorer
- Notepad

IX. Performance-based Objectives

Upon successful completion of this course, students will be able to:

- explore Macromedia Flash MX 2004 to determine the types of applications you can build with it, how to use the program's user interface, and the general process you will follow when creating Flash movies.
- create a simple Flash Slide Presentation using screens.
- import graphics, manipulate layers, and use UI controls on the Stage.
- use basic ActionScript code.
- use ActionScript to manipulate different Flash components.
- use conditional logic to control the flow of an application.
- create, drag, and drop a MovieClip on the Stage.
- create and use functions.
- publish your Flash applications.

X. Course Contents

Lesson 1: Exploring Macromedia Flash MX 2004

- Topic 1A: Define Rich Internet Applications
- Topic 1B: Orientation to Macromedia Flash MX 2004
- Topic 1C: The Process of Producing Flash Applications

Lesson 2: Create a Presentation with Screens

- Topic 2A: Manipulate Screens
- Topic 2B: Manage Screen Content

Lesson 4: Adding and Organizing Content

- Topic 4A: Creating and Manipulating Layers
- Topic 4B: Import Images
- Topic 4C: Adding Flash User Interface Components

Lesson 5: Controlling Application Flow

- Topic 5A: Create an If Statement
- Topic 5B: Create an If...Else Statement

Lesson 6: Working with MovieClips

- Topic 6A: Create a MovieClip
- Topic 6B: Perform an Action on a MovieClip
- Topic 6C: Check for MovieClip Collisions
- Topic 6D: Attach a MovieClip from the Library

Lesson 7: Using Built-In Classes

- Topic 7A: Create a TextField Object
- Topic 7B: Prepare an External Data Source for Use in Flash
- Topic 7C: Read Data from a Text File

Adobe® Flash® MX: Level 3

Lesson 8: Reusing Code with Functions

- Topic 8A: Streamline Code Using Built-In Functions
- Topic 8B: Create User-Defined Functions
- Topic 8C: Create Global Functions

Lesson 9: Building a Navigation System

- Topic 9A: Create a Button
- Topic 9B: Display Screens from Menu Options
- Topic 9C: Display SWFs from Menu Options
- Topic 9D: Build a Submenu Using Screens

Lesson 10: Publishing Flash Documents

- Topic 10A: Publishing
- Topic 10B: Detecting the Flash Player Version