

ActionScript 3.0 Essentials

BitS Unique Training Guarantee invites participants back for unlimited refresher courses within the same software version, no questions asked!

BitS Genuine Offer will match other training providers' prices + a further 10% off all course fees if you can prove that the content covered is similar.

COURSE OVERVIEW

Actionscript 3.0 Essentials is catered for anyone who wants to go beyond the basics in Flash multimedia creation. The course couples theory with hands on practice in order to impart the skills needed to create a dynamic and interactive game.

Important ActionScript 3.0 concepts like variables, instances, functions, methods and properties are covered and will progress to display list, conditions, loops, events handling and finally class creation.

WHO SHOULD ATTEND

If you are someone who have been using Flash and some basic ActionScript 2.0 and wants to go beyond that with ActionScript 3.0. This course is ideal for those who want to create interactive and dynamic Flash content or build a foundation for more advance Flash applications.

DURATION TIME

3 Days
9.00 am - 6.00 pm

COURSE OUTLINE

Introduction to ActionScript 3.0

- About ActionScript 3.0
- What is new in ActionScript 3.0?

Programming Fundamentals

- Using Actions panel
- Using External AS file
- What are variables
- Using data types
- Applying code comments
- Using trace function
- Understanding operators
- Using global functions
- Creating user-defined functions

Understand Display Objects

- Display List in ActionScript 3.0
- Introducing MovieClip
- Setting MovieClip properties
- Adding code within a MovieClip's own timeline
- Controlling the MovieClip's playhead
- Introducing Sprite
- Creating MovieClips dynamically
- Introducing Buttons
- Introducing TextField Object
- Controlling TextField formatting with ActionScript
- Introducing Loader
- Loading external content with Loader
- Understanding Path names
- Dynamically referring to instance names and property names

Events Handling

- Understanding event driven programming
- Listeners in ActionScript 3.0
- Creating MouseMove listeners
- Creating keyPress listeners

Creating Classes in ActionScript 3.0

- Understanding Object Oriented Programming
- Packages and classes
- Properties and methods
- Understanding class constructor
- Using getter and setter methods
- Importing class files

Using Non-visual Built-in Classes

- Understanding arrays
- Understanding generic objects
- Using Math Class
- Using the ColorTransform class
- Using the Sound Class
- Using Timer Class

Loops and Conditions

- Understanding loop syntax
- Using loops to manipulate Display Objects
- Using TextFields to display data object values
- Understanding conditional loop execution
- Surveying the comparison and logical operators
- Using if/else comparison to toggle MovieClip visual states

Animating with ActionScript

- Dragging and dropping an object
- Collision Detection
- Animating using onEnterFrame
- Controlling visual change rate
- Testing and responding to position at runtime