

Flash CS3: ActionScript 3 Essentials

1 Day Course

This course is designed to be an entry point for those wishing to learn ActionScript 3 whether they're moving on from ActionScript 2 or starting out for the first time with ActionScript. ActionScript 3 is much stricter and more methodical than ActionScript 2 and so achieving things with it may seem more convoluted or complicated than it would have been with ActionScript 2. ActionScript 3 is not trying to be awkward - it's trying to help you code in a very organised manner so it's easier to keep control as the code grows.

By embracing ActionScript 3 you gain access to significant performance improvements, a much improved approach towards how the display of and the interaction with visual objects are managed and better data handling options including native support for E4X (EcmaScript for XML) - the new, all singing and dancing version of XML handling in Flash.

Delegates will spend the day learning through hands-on development of a jigsaw puzzle game acquainting themselves with the fundamental visual and interactive coding features in ActionScript 3.

Note: The course uses Flash CS3 as the authoring tool.

Who should attend

- Those looking to move from basic* ActionScript 2 coding to basic/intermediate ActionScript 3 coding.
- Those with no ActionScript experience but a good programming background in another language (such as Javascript, Java or C++) looking to learn ActionScript 3.

Prerequisites

- Competence with the Flash CS3 authoring tool is essential. Delegates should be comfortable working with graphic tools, the stage, timelines, symbols (graphic, button, movie clip) and the library. Completion of a 2 day Flash CS3 introduction course or equivalent experience is ideal.
- Competence with basic* ActionScript 2 coding skills is ideal although ActionScript experience is not essential. However, those without any ActionScript experience should be comfortable with programming fundamentals such as variables, functions, conditional logic and events.

* *E.g. timeline control such as goto, stop and play; button type interactivity such as onPress, onRelease, onRollOver; for-loops and conditional logic such as if/else.*

COURSE CONTENT

- **Display Model:**
- Display List, Stage Instance, Stage Owner. Display Objects & Containers, addChild, removeChild Sprite, Movie Clip and TextField
- **Event Model:**
- addEventListener, removeEventListener

- event objects, event type & target
- **Drawing API:**
- Using the graphics property to programmatically draw lines, curves & shapes.
- **Interactivity:**
- Creating drag, drop and collision

detection interactivity

- **Programming Logic:**
- Determining jigsaw puzzle completion and calculating score based upon the time taken.
- **Document Class:**
- Moving frame clips to classes.