

Macromedia Flash

A One Day Advanced Training Course

Course Aims

This one-day advanced training course aims to give delegates an insight and practical experience of some of the more advanced features and functions of the software.

Course Outline:

- Introduction to object oriented design
- What is object oriented design
- How does it relate to Flash
- Flash structure
- Structures of the library, symbols and instances
- Why / how are movie clips different
- Object hierarchy - dot and slash syntax
- Variable scope
- Code structure
- Variables: definitions and examples
- Functions: definitions and examples
- Objects: definitions and examples
- Introduction to all built in objects
- Arrays: definition
- Why use arrays and examples using "this"
- Building an interactive map that allows users to pinpoint the places they want to visit.
- Coordinates are displayed once the pinpoint (thumb tack) has been dropped
- The following parts of action script will be covered: attach movie, drag and drop, variables (display coordinates)
- Building a simple game
- Using arrays to match up the correct responses
- Dynamic coloring - color the bag according to how much it contains
- Making a slider
- Choir with dynamic sound controls (volume and panning)
- Journal - date object, HTML text, sending data to server, getting data from the server
- Build a form to enter HTML data for journal
- Entries are date stamped and sent to the server
- Entries can be viewed
- Scrolling with Flash
- XML news system
- XML - formatted news data
- Load XML from an external source
- Adding scrolling

Target Audience:

This training course is designed for web page content creators & Designers who have attended the Macromedia Flash introduction course. Alternatively experienced self-taught users who wish to use some of the more advanced features of the software.

Assumed Knowledge:

Previous attendance on the Macromedia Flash Introduction course is essential and a good working knowledge of the Internet and graphical software.