



Actionscript 3 Fundamentals

Duration: Three days.

This course is aimed at Flash users who are familiar with Flash as a graphic tool and wish to move on to developing more sophisticated applications using Actionscript 3. The emphasis is placed on learning core techniques and principles to create a solid foundation for developing Flash applications using frame scripts and collaborating with other Actionscript 3 developers.

Requirements: No knowledge of Actionscript 3 is required, but familiarity with using flash as a design and animation tool is expected.

Introducing Actionscript 3

- Actionscript versions – 1, 2, & 3
- Using the Actions window
- Placing scripts in Frames
- Actionscript 3 core syntax and structure
- Using trace() for debugging

Object-oriented Actionscript 3

- What is object oriented programming?
- How a frame script relates to Actionscript as an object oriented environment
- Properties and Methods
- Polymorphism
- Importing packages

Data types

- Core data types
- Arrays
- Variables
- Assigning values
- Pass by reference and pass by value
- Dynamic typing and run-time type checking
- Variable scope

Branching & Looping

- Booleans for decision making
- Boolean operators
- Conditional statements using if/else
- Loops using while and for

Functions

- Functions, parameters and return values
- Local variables
- Functions as methods
- Method closures

Events

- Events and event listeners
- Listening to events

The Display API

- The Display List
- The various Display Objects
- DisplayObject events
- Event flow through the display list

Working with graphics

- Targeting DisplayObjects
- Moving and resizing DisplayObjects on the stage
- Creating basic animations with Actionscript 3
- Loading images and .swf movies

Working with text

- Manipulating text fields
- Getting and using user input via text fields
- Scrolling text