



BUILDING TRAINING SOLUTIONS
FOR THE IT WORLD

Number of Days: 1
Format: Instructor-Led
Class Code: FLC55-3

**Recommended Course
Sequence**

Knowledge of prerequisites
noted below.

*Course content is subject to change
without notice.*

Course Description:

You will build Flash applications using the advanced features of Flash CS5 and ActionScript 3.0..

Target Student:

This course is intended for Flash designers and developers who want to master the skills required to develop robust applications using Flash CS5 with ActionScript 3.0. This course covers the Adobe Certified Associate and Adobe Certified Expert test objectives, and is intended to help prepare students to take the Adobe Certified Associate and Adobe Certified Expert exams.

Prerequisites:

To gain the most from this course, students should have taken the following courses: Adobe® Flash® CS5: Level 1 and Adobe® Flash® CS5: Level 2 or have equivalent knowledge. They must also have a desire to expand their knowledge of ActionScript 3.0.

Delivery Method:

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

At Course Completion:

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

- build a robust application using Flash.
- use videos in Flash CS5.
- program using advanced ActionScript code.
- deploy a Flash application.

Course Outline

Lesson 1: Building an Application
<ul style="list-style-type: none"> ■ Topic 1A: Import Assets for an Animation ■ Topic 1B: Edit Animations ■ Topic 1C: Build a Navigation Structure
Lesson 2: Using Videos in Flash
<ul style="list-style-type: none"> ■ Topic 2A: Encode Video Objects ■ Topic 2B: Add Videos to a Movie
Lesson 3: Programming with Advanced ActionScript
<ul style="list-style-type: none"> ■ Topic 3A: Introduction to Object-Oriented Programming ■ Topic 3B: Use ActionScript for Animations

Adobe® Flash® CS5: Level 3

<ul style="list-style-type: none">■ Topic 3C: Load Data from an External Source■ Topic 3D: Create Custom Classes
Lesson 4: Deploying a Flash Application
<ul style="list-style-type: none">■ Topic 4A: Create a Preloader■ Topic 4B: Publish a Flash Application
Appendix A: Localizing Content in Flash
Appendix B: Testing and Debugging a Flash Application
Appendix C: Exporting a Flash Application
Appendix D: Adobe® Flash® CS5 New Features