



**silicon
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TRAINING

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ActionScript 3

Duration: 3 days

Prerequisites

Completion of Introduction to Flash, or equivalent knowledge

Some programming experience is useful, though you don't need to have used earlier versions of ActionScript

ActionScript3 is available in Adobe Flex 2, Adobe Flash CS3 and above. This ActionScript 3 training course will teach you the latest standard for coding the current and future Flash player versions. This course covers the best practices in using ActionScript 3 in a truly object-oriented way. Some programming experience is useful, though you don't need to have used earlier versions of ActionScript.

Course Content

Understanding basic ActionScript 3 syntax

- Case sensitivity
- Dot operator and semi-colons
- Comments
- Parentheses, braces, and brackets
- Language keywords
- Literals
- Declaring variables and their data type
- Data type conversion
- Using language operators
- Mathematical operators and operator precedence
- Concatenation and assignment operators

Working with aggregate data

- Instantiating objects
- Creating and populating instances of the Array class
- Working with multi-dimensional arrays
- Manipulating arrays
- Working with generic objects
- Representing two-dimensional data with object arrays
- Populating components with arrays

ActionScript 3 Control Structures

- Manipulating String data
- Using String properties and methods
- Using the Alert component
- Importing a class
- Displaying a simple Alert
- Using Conditional statements
- Writing and testing comparative expressions
- Understanding logical operators
- Nesting conditional statements
- Using conditions to validate user input
- Using switch/case statements

continued...



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Flash: 2 days

Advanced Flash: 2 Days

Web Design Week: 5 Days

Dreamweaver: 2 Days

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- Creating Date objects
- Using Date class methods
- Working with iteration (looping) statements
- Using for, while, do..while, for..in and for..each..in statements
- Using break statements inside loops

Writing and using user defined functions

- Learning function statement syntax
- Function literal syntax
- Working with variables in functions
- Working with function arguments (parameters)
- Referring to arguments dynamically
- Returning data from a function
- Setting the access modifier of a function or variable
- Separating and including ActionScript and MXML files

ActionScript 3 Custom Classes

- Introducing Object Oriented Programming Terminology
- Writing a class definition
- Choosing and using the class name
- Packaging your class files
- Declaring class properties
- Controlling access to properties
- Assigning default property values
- Defining a class and creating objects from it
- Declaring class methods
- Controlling access to methods
- Encapsulating object data
- Understanding the Value Object design pattern
- Re-using code through inheritance
- Extending a base class
- Guaranteeing behaviour with interfaces
- Writing and using an interface
- Persisting local data with Shared Objects
- Understanding static methods
- Storing data using the static SharedObject class



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