



Macromedia Flash 8: ActionScript

Macromedia Flash 8: ActionScript fornece aos desenhadores Flash experientes o conhecimento e a prática que necessitam para criar conteúdos dinâmicos para gerar aplicações e jogos interactivos com o flash. O curso ensina técnicas de programação fundamentais. Começa introduzindo conceitos de inserção de variáveis, funções, propriedades, e métodos; e prossegue com a criação de animações em ActionScript.

Pré requisitos

Curso Macromedia Flash: Rich Content Creation ou experiência equivalente para aprender a desenvolver aplicações com Actionscript

Duração - 18 horas

Conteúdo Programático

Introducing the Course
Understanding the course format
Reviewing the course objectives and prerequisites
Looking at the course outline

Controlling Visual Objects with ActionScript

Using the Actions and Help panels
Declaring variables and their data types
Using the trace() function
Using code hinting
Assigning instance names and using them to assign runtime property values

Using the with operator
Introducing core properties of visual built-in classes: MovieClip, Button, and TextField
Controlling Button and MovieClip position and visual state
Controlling TextField content
Introducing core properties of non-visual built-in classes: Math
Using mathematical operators
Understanding data type conversion

Using and Writing Functions

Working with Flash Player global functions
Converting values returned from functions and assigning them for display
Writing user defined functions
Returning, or not returning, data from a function
Understanding variable scope
Adding code within a MovieClip symbol's own timeline
Introducing the this operator
Understanding object methods
Introducing core methods of visual built-in classes: MovieClip and TextField
Controlling the MovieClip playhead within its timeline
Loading external MovieClip content
Understanding cross-domain security issues
Exporting and attaching MovieClip symbol instances at runtime
Writing and using user defined functions to create visual content

Understanding depth
Dynamically referring to instance names and property names at runtime

Using Text, Dates, Math, and Paths

Controlling TextField formatting through code
Creating and formatting TextFields at runtime
Using Date objects
Working with String concatenation
Generating random numbers and integers using the Math class
Understanding relative path names
Controlling nested MovieClip objects

Understanding and Handling Events

Understanding event driven programming
Working with event handler syntax
Moving from symbol-based to timeline-based event handling
Introducing core events of visual built-in classes: Button, MovieClip, and TextField
Controlling the playhead within an event handler
Understanding the this keyword inside an event handler
Creating rollover effects
Responding to TextField focus events
Calling a single function from multiple event handlers
Referring to a parent object from within an event handler



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Managing Color, Sound, and Data with Built-In Classes

Understanding complex (aggregate) variables

Working with Arrays

Working with generic Objects

Transforming MovieClip objects using Transform and ColorTransform objects

Generating random color transformations

Using Sound objects

Creating audio feedback with event-driven sounds linked from the Library

Testing and responding to position at runtime

Making Decisions and Repeating Yourself

Understanding looped code

Using loops and arrays to attach, name, and control MovieClip objects

Using loops to create, name, and control TextFields to display data object values

Understanding conditional code execution

Surveying the comparison and logical operators

Using if/else comparison to toggle MovieClip visual states

Animating with ActionScript

Dragging and dropping a MovieClip object

Testing for collision between MovieClip objects

Initializing attached MovieClip objects

Using the onEnterFrame event handler

Controlling visual change rate