

# Adobe® Flash® CS6: Part 2

## Course Specifications

### Course Number:

092042

### Course Length:

1 day

## Course Description

### Overview:

You create Flash animations. You can find your way around the Library and can work in the timeline. You've even created symbols and have embedded one MovieClip inside another. But now you want to create functionality that can't be accomplished on the timeline alone. You want to import content from external sources, such as XML and video files, and you want to create items that respond to user interaction. These things require an understanding of ActionScript and other advanced features of Flash.

### Course Objectives:

### Target Student:

This course is designed for students who want to expand their Flash skills beyond developing simple animations, to use extended capabilities of Flash, including ActionScript, importing external multimedia content (graphics, video, and audio), and publishing options to customize the presentation of a finished movie. The target student will have experience using Flash, and will have used frame scripts to control Flash animations. This course provides an intensive introduction to object-oriented programming in ActionScript. It is beneficial for students to have some programming experience and understanding of programming concepts before taking this course.

This course, combined with Adobe® Flash® CS6: Part 1, covers ACA and ACE exam objectives for Adobe Flash CS6, and is intended to help prepare students to take the Adobe Certified Associate and Adobe Certified Expert exams.

## **Prerequisites:**

To ensure your success in this course, it is recommended that you first take the following Logical Operations course (or have equivalent knowledge): Adobe® Flash® CS6: Part 1.

## **Course-specific Technical Requirements**

### **Hardware**

For this course, each student and the instructor will require the following hardware:

- A Windows® PC that meets Adobe's requirements for Flash Professional CS6:
- Intel® Pentium® 4 or AMD Athlon® 64 processor
- Microsoft® Windows XP with Service Pack 3 or Windows 7 (Windows 7 recommended)
- 2 GB of RAM (3 GB recommended)
- 3.5 GB of available hard-disk space for installation (additional free space required during installation)
- 1,024 × 768 display or higher
- Java™ Runtime Environment 1.6 (included)
- DVD-ROM drive
- QuickTime® 7.6.6 software required for multimedia features
- Broadband Internet connection for software activation and access to online services

### **Instructor Hardware**

Additionally, the instructor will require a projection system to display the instructor's computer screen.

### **Software**

Each computer (students and instructor) will require Flash Professional CS6.

### **Instructor Software**

The instructor computer (but not student computers) will require Microsoft® PowerPoint® to present the course slides.

## **Course Content**

## **Lesson 1: Getting Started with an ActionScript Programming Project**

**Topic A:** Plan a Programming Project

**Topic B:** Elements of ActionScript

**Topic C:** Get Help on ActionScript Code

**Topic D:** Testing and Debugging

## **Lesson 2: Extending the Behavior of Flash Objects**

**Topic A:** Extend Movie Clip Behavior

**Topic B:** Respond to Events

## **Lesson 3: Accessing Structured Data**

**Topic A:** Parse XML

**Topic B:** Use Arrays

## **Lesson 4: Using Components for Display and User Input**

**Topic A:** Add Components and Set Properties

**Topic B:** Populate Components with Content

**Topic C:** Respond to Item Selection in a Component

**Topic D:** Change the Appearance of Components

## **Lesson 5: Using Media Content from External Sources**

**Topic A:** Load Image Content

**Topic B:** Load Video Content

**Topic C:** Load Audio Content

## **Lesson 6: Making Rich Media Content Accessible**

**Topic A:** Improve Navigation for Accessibility

**Topic B:** Make Content Readable by a Screen Reader

## **Lesson 7: Publishing a Movie**

**Topic A:** Prepare to Publish from Flash

**Topic B:** Edit the HTML Host Page

**Topic C:** Add SWF Metadata

**Topic D:** Publish to Various Formats

## **Appendix A: Advanced Animation Techniques**

## **Appendix B: Flash File Formats**

## **Appendix C: Adobe Flash CS6 ACA Certification Exam Objectives**

## **Appendix D: Adobe Flash CS6 ACE Certification Exam Objectives**