iDA MediaFoundry

Flex 3 : Using ActionScript 3

Description

Flex 3: Using ActionScript 3 provides experienced Flash designers with the knowledge and hands-on practice they need to create dynamically generated event-driven animation and interactive games with Flash. The course teaches fundamental programming techniques. It begins by introducing core concepts including instance names, variables, functions, properties, and methods; then proceeds through conditions, loops, event handling, and animating with ActionScript 3.

Course length

Three days

Audience

To take this course, you should have:

- Completed the *Flex 3: Developing Rich Client Applications* course, or have equivalent experience.
- The desire to learn how to program Flex content using ActionScript 3.

Course Outline

Unit 1 : ActionScript 3.0 Syntax

- Understanding the basic syntax
- Declaring variables and their type
- Declaring and casting variables in the test console
- Using language operators
- Mathematical operators
- Walkthrough: Using increment, compound math, and compound concatenation operators
- Working with aggregate data
- Manipulating arrays
- Representing two-dimensional data with object arrays
- Walkthrough: Creating and manipulating aggregate variables
- Populating Flex components with arrays
- Walkthrough: Populating Flex components using an ArrayCollection

Unit 2 : Controlling Structures

- Manipulating String data
- Using the Alert component
- Using Conditional Statements
- Using Conditions to validate user input
- Using switch/case statements
- Using the Date class
- Walkthrough: Evaluating date information with a switch statement
- Working with iteration (looping) statements
- Walkthrough: Using loops to display and manipulate data
- Writing and using user defined functions
- Separating and including ActionScript and MXML files
- Walkthrough: Using functions to manipulate data and components

info@ida-mediafoundry.be – www.ida-mediafoundry.be

Adobe AUTHORISED Training Centre

Unit 3 : ActionScript 3.0 Custom Classes

- Introducing Object Oriented Programming Terminology
- Writing a class definition
- Declaring class properties
- Defining a class and creating object from it
- Declaring class methods
- Walkthrough: Writing and using Value Object Class
- Re-using code through inheritance
- Extending a base class
- Guaranteeing behavior with interfaces
- Walkthrough: Extending the Product class and implementing InfoSummary
- Persisting Local Data