



## Flash CS4: Advanced

**Overview:** You will build Flash applications using advanced features of Flash CS4 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 CS4 with ActionScript 3.0.

**Prerequisites:** To gain the most from this course, students should have taken the following courses: Adobe Flash CS4: Level 1 and Adobe Flash CS4: Level 2, or have equivalent knowledge. They must also have a desire to expand their knowledge of ActionScript 3.0.

**Course Length:** 1 Day

### Lesson 1: Building an Application

**Topic 1A:** Import Assets for an Animation

XFL

How to How to Import Assets for an Animation

**Topic 1B:** Edit Animations

The MOTION EDITOR Panel

How to How to Edit Animations

**Topic 1C:** Build a Navigation Structure

Menu Structures

Scene Navigation

How to How to Build a Navigation Structure

### Lesson 2: Using Videos in Flash

**Topic 2A:** Encode a Video Object

Adobe® Media Encoder CS4

How to How to Encode a Video Object

**Topic 2B:** Add Videos to a Movie

The Import Video Wizard

Linked Videos

Embedded Videos

Video Streaming from Server

The FLVPlayback Component

Video Masking

How to How to Add Videos to a Movie

## **Lesson 3: Programming with Advanced ActionScript**

### **Topic 3A:** Introduction to Object-Oriented Programming

OOP

Classes

Objects

Inheritance

Encapsulation

Polymorphism

Abstraction

Interfaces

Packages

How to

### **Topic 3B:** Use ActionScript for Animations

The import Directive

The Tween Class

How to How to Use ActionScript for Animations

### **Topic 3C:** Load Data from an External Source

The Loader Class

XML Objects

XML Data Access

Shared Objects

How to How to Load Data from an External Source

### **Topic 3D:** Create Custom Classes

Document Classes

How to How to Create Custom Classes

## **Lesson 4: Deploying a Flash Application**

### **Topic 4A:** Create a Preloader

Preloaders

How to How to Create a Preloader

### **Topic 4B:** Publish a Flash Application

AIR

Adobe Device Central

How to How to Publish a Flash Application

### **Appendix A:** Localizing Content in Flash

### **Appendix B:** Testing and Debugging a Flash Application

### **Appendix C:** Exporting a Flash Application