

Adobe Flash CC Advanced

Length: 1 Day

Summary: You create Adobe® Flash® CC 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 interactions. These things require an understanding of ActionScript and other advanced features of Flash.

Prerequisites: Adobe Flash CC Introduction

COURSE CONTENT

Lesson 1: Getting Started with an ActionScript Programming Project

Topic A: Plan a Programming Project

Topic B: Apply ActionScript Elements

Topic C: Perform Testing and Debugging

Lesson 2: Extending the Behavior of Flash Objects

Topic A: Extend MovieClip Behavior

Topic B: Respond to Events

Lesson 3: Accessing Structured Data

Topic A: Parse XML

Topic B: Apply Arrays

Lesson 4: Adding 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: Loading Media Content from External Sources

Topic A: Load Image Content

Topic B: Load Video Content

Topic C: Embed 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: Publish to Various Formats