



9841 Airport Blvd  
Suite 1200  
Los Angeles CA 90045  
Tel 800 278 7876  
Fax 310 943 2222

<http://www.americanmediatraining.com>

Macromedia and Adobe Training

**This document contains all the Flash MX 2004 courses:**

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2-day course

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**Flash MX 2004 Application Development**

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**Flash MX 2004 Advanced Application Development**

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## **Flash MX 2004 Rich Media Design**

### **Description**

Macromedia Flash MX 2004: Rich Media Design provides students with no prior Flash experience the knowledge and hands-on practice they need to create rich media containing animation, sound, and video.

### **Audience**

This course is for people new to Flash (or who have used it only to build applications) that want to use it to build rich media applications that effectively use animation, sound, and video.

### **Course Outline**

#### **Unit 1: Introducing the Course**

About the course

Course objectives

Course prerequisites

Course format

Internet applications: The big picture

#### **Unit 2: Learning the Basics**

Introducing Flash

Using the Flash interface

Creating a new Flash document

#### **Unit 3: Creating Graphics**

Importing graphics

Layering Flash elements

Organizing content in layer folders

Creating graphics

Using the natural drawing tools

Using color effectively

Creating a color swatch

Reusing graphics as symbols

Masking content

#### **Unit 4: Using Text Effectively**

Using the Text tool

Creating input, static, and dynamic text fields

Using embedded or device fonts

Manipulating font properties

Building forms in Flash

Using the text property to populate fields

Anti-aliasing text

Using text components in Flash

#### **Unit 5: Creating Animation**

Introducing animation

Creating frame-by-frame animations

Creating motion tweens

Using motion guide layers

Creating shape tweens

Adding Timeline effects

## **Unit 6: Building a Navigational System**

Creating buttons

Adding behaviors to buttons

Creating MovieClips

Using a MovieClip as a wrapper

Dividing files into multiple SWFs

Loading a SWF into a MovieClip

## **Unit 7: Using MovieClips for Interactive Rich Media**

Using MovieClip events

Structuring applications using nested symbols

Building a MovieClip with different states

Using the Timeline for application states

## **Unit 8: Adding Sound and Video**

Importing sounds

Using behaviors to load sounds

Adding video

Using the Flash video components

## **Unit 9: Publishing**

Publishing Flash for web use

Using Flash and HTML together

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# **Flash MX 2004 Application Development**

## **Description**

Macromedia Flash MX 2004: Application Development introduces Macromedia Flash MX Professional 2004 to developers wishing use built-in components, their behaviors, and ActionScript to quickly become proficient in building applications. Students build an application that contains elements of data binding, components, navigation, programming elements, and using ActionScript with MovieClips. Students also begin to explore the object-oriented nature of ActionScript. Audience

This course is for those new to Flash and want to become proficient, as quickly as possible, in building applications. This course also introduces using ActionScript as a tool to enhance those applications. This course is also meant as a vital step in preparing for the Macromedia Flash MX 2004 Developers exam

## **Course Outline**

### **Unit 1: Introducing the Course**

About the Course

Course Objectives

Course Prerequisites

### **Unit 2: Introducing the Flash Interface**

Introducing Flash

Using the Flash Interface

Using the Panels Most Helpful in this Course

Publishing Flash Documents

### **Unit 3: Architecting with Screens**

Building Flash Applications with Screens

Managing Content on Screens

## **Unit 4: Adding and Organizing Content**

Importing Graphics

Working with Layers

Adding Flash UI Components

## **Unit 5: Connecting to External Data**

Understanding Dynamic Content

Understanding XML

Data Integration in Flash

Using the XML Data Connectivity Component

Binding Results to a ComboBox

## **Unit 6: Building a Simple Rich Internet Application**

Understanding Rich Internet Applications

Creating Dependent Components

Making an Initial Selection for a Component

## **Unit 7: Introducing ActionScript**

Introducing ActionScript

Using the Basic Elements of ActionScript

Adding Code to Screens

Populating a TextArea with ActionScript

Storing Data in Variables

## **Unit 8: Manipulating Components with ActionScript**

Using Components' Methods, Properties and Events

Getting More Data from the XMLConnector

Handling User Events on UI Components

## **Unit 9: Controlling Application Flow**

Using Conditional Logic

Using the if Statement

Using Components and Conditional Logic

Using the else Statement

## **Unit 10: Implementing Drag and Drop on MovieClips**

Introducing the MovieClip

Reacting to MovieClip Events

Using Dragging Behaviors

Using the hitTest( ) Method

Attaching a MovieClip from the Library

## **Unit 11: Using Built-In Classes**

Instantiating Classes

Utilizing the TextField Class

Using Data from a Text File

Reading the Data from a Text File

## **Unit 12: Reusing Code with Functions**

Utilizing Flash's Built-In Functions

Reusing Code

Introducing User-Defined Functions

Using Global Functions

Referencing an External ActionScript File

## **Unit 13: Building a Navigation System**

Creating Buttons

Displaying Screens from Menu Options

Displaying SWFs from Menu Options

Using Screens to Build a Submenu

## **Unit 14: Submitting User Data Using Forms**

Using Forms to Gather User Data

Submitting User Data

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# **Flash MX 2004 Advanced Application Development**

## **Description**

Advanced Macromedia Flash MX 2004: Application Development provides experienced Flash ActionScript programmers the knowledge and hands-on practice they need to build rich Internet applications with Flash. This course focuses on teaching students how to use ActionScript 2 and the Flash application framework to build a real-world rich internet application interacting dynamically with the user and retrieving and sending data to XML files, web services, and ColdFusion, Java, or C# classes on the server.

Note: This course has similar content to the Macromedia Flash MX 2004 for Programmers: Application Development course but is for people who already have experience with Flash and the ActionScript language. It follows the Macromedia Flash MX 2004: Application Development course.

## **Audience**

This course is for existing ActionScript programmers who want to further their ability to create applications with Flash. To gain the most from this class, you should already have:

Completed the Macromedia Flash MX 2004: Application Development course, or have equivalent experience

Knowledge of basic programming constructs including loops, functions, arrays, and objects

## **Course Outline**

### **Unit 1: Learning the Flash Player Object Model**

Introducing object-oriented programming

The built-in Flash classes

Using static methods of the Math class

Creating and using instances of the Date class

Manipulating strings using the String wrapper class

Creating and manipulating arrays

Creating custom objects

Manipulating visual TextField objects

Responding to user events for the TextField object

## **Unit 2: Creating Button and MovieClip Objects**

Creating a Button object

Responding to user events for the Button class

Creating MovieClip objects visually

Setting MovieClip properties

Referencing objects in different timelines

Responding to user events for the MovieClip class

Using MovieClip methods to drag and drop objects

## **Unit 3: Creating Custom Classes and Components**

Creating a class and a class constructor

Creating properties

Creating methods

Inheriting from other classes

Creating a component

Creating static properties and methods

Creating an interface

Understanding intrinsic and dynamic classes

## **Unit 4: Learning the Flash Application Framework**

Introducing the Flash application framework

Building applications with screens

Adding UI components

Retrieving dynamic data with data components

Adding behaviors

Using data binding with components

Loading content into a screen

## **Unit 5: Using Text UI Components**

Introducing components

Using the TextInput component

Validating input with the TextInput component

Using the Label component

Using the TextArea component

Skinning components

## **Unit 6: Using Selection UI Components**

Using the CheckBox component

Using the RadioButton component

Using the List component

Using the ComboBox component

Using the NumericStepper component

Using the ComboBox component

## **Unit 7: Loading XML**

Introducing XML

Loading XML using the XMLConnector component

Binding XML data to UI components

Handling responses from XML requests

Loading XML with ActionScript

Creating and populating an XML object

Searching XML objects with XPath

## **Unit 8: Calling Web Services**

Introducing web services

Getting information about a web service

Calling a web service using the WebServiceConnector component

Binding web service data to UI components

Handling responses from web service requests

Calling a web service with ActionScript

## **Unit 9: Accessing Remote Services using Flash Remoting**

Introducing Flash Remoting

Configuring Flash Remoting

Using the NetConnection Debugger

Invoking remote service methods

Handling responses from remote service calls

Understanding Flash Remoting data conversion

Returning complex data

## **Unit 10: Using the DataGrid Component**

Introducing Flash Remoting

Populating a DataGrid

Manipulating DataGrid columns

Manipulating DataGrid data

Handling DataGrid events

Customizing the DataGrid

Putting MovieClips in DataGrid cells

## **Unit 11: Creating MovieClips Dynamically**

Manipulating MovieClip depth

Attaching MovieClips dynamically from the Library

Attaching components dynamically

Creating empty MovieClips using ActionScript

Loading JPGs into a MovieClip

Loading SWFs into a MovieClip

## **Unit 12: Persisting Data on the Client**

Introducing Shared Objects

Creating Shared Objects

Accessing data in a Shared Object

Handling Shared Object events

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## **Flash MX 2004 Application Development for Programmers**

### **Description**

Macromedia Flash MX 2004 for Programmers: Application Development provides application server programmers with no Flash experience the knowledge and hands-on practice they need to build a rich Internet application with Flash. This course focuses exclusively on teaching students what they need to know about the Flash interface and the ActionScript language to build a real-world rich internet application interacting dynamically with the user and retrieving and sending data to XML files, web services, and ColdFusion, Java, or C# classes on the server.

Note: This course has similar content to the Advanced Macromedia Flash MX 2004: Application Development course but is for experienced programmers who have little or no experience with Flash.

## **Audience**

This course is for experienced programmers who are new to Flash and want to learn to create applications with Flash. To gain the most from this class, you should already have:

Experience creating data-base driven web applications

Knowledge of basic programming constructs including loops, functions, arrays, objects, and classes

If you are a ColdFusion programmer, equivalent knowledge from the Fast Track to ColdFusion MX and Advanced ColdFusion MX Development courses - including experience developing with components

## **Course Outline**

### **Unit 1: Introducing the Flash Interface**

Creating a Flash document

Manipulating panels

Using the toolbar

Adding text

Publishing a Flash document

Organizing content into layers

Adding images

Creating a Flash project

### **Unit 2: Learning ActionScript Basics**

Using the Actions panel

Creating variables

Creating loops

Using conditional logic

Creating functions

Including external ActionScript files

Handling exceptions

### **Unit 3: Learning the Flash Player Object Model**

Introducing object-oriented programming

The built-in Flash classes

Using static methods of the Math class

Creating and using instances of the Date class

Manipulating strings using the String wrapper class

Creating and manipulating arrays

Creating custom objects

Manipulating visual TextField objects

Responding to user events for the TextField object

### **Unit 4: Creating Button and MovieClip Objects**

Creating a Button object

Responding to user events for the Button class

Creating MovieClip objects visually

Setting MovieClip properties

Referencing objects in different timelines

Responding to user events for the MovieClip class

Using MovieClip methods to drag and drop objects

## **Unit 5: Creating Custom Classes and Components**

Creating a class and a class constructor

Creating properties

Creating methods

Inheriting from other classes

Creating a component

Creating static properties and methods

Creating an interface

Understanding intrinsic and dynamic classes

## **Unit 6: Learning the Flash Application Framework**

Introducing the Flash application framework

Building applications with screens

Adding UI components

Retrieving dynamic data with data components

Adding behaviors

Using data binding with components

Loading content into a screen

## **Unit 7: Using Text UI Components**

Introducing components

Using the TextInput component

Validating input with the TextInput component

Using the Label component

Using the TextArea component

Skinning components

## **Unit 8: Using Selection UI Components**

Using the CheckBox component

Using the RadioButton component

Using the List component

Using the ComboBox component

Using the NumericStepper component

Using the ComboBox component

## **Unit 9: Loading XML**

Introducing XML

Loading XML using the XMLConnector component

Binding XML data to UI components

Handling responses from XML requests

Loading XML with ActionScript

Creating and populating an XML object

Searching XML objects with XPath

## **Unit 10: Calling Web Services**

Introducing web services

Getting information about a web service

Calling a web service using the WebServiceConnector component

Binding web service data to UI components

Handling responses from web service requests

Calling a web service with ActionScript

## **Unit 11: Accessing Remote Services using Flash Remoting**

Introducing Flash Remoting

Configuring Flash Remoting

Using the NetConnection Debugger

Invoking remote service methods

Handling responses from remote service calls

Understanding Flash Remoting data conversion

Returning complex data

## **Unit 12: Using the DataGrid Component**

Introducing Flash Remoting

Populating a DataGrid

Manipulating DataGrid columns

Manipulating DataGrid data

Handling DataGrid events

Customizing the DataGrid

Putting MovieClips in DataGrid cells

## **Unit 13: Submitting User Data Using Forms**

Manipulating MovieClip depth

Attaching MovieClips dynamically from the Library

Attaching components dynamically

Creating empty MovieClips using ActionScript

Loading JPGs into a MovieClip

Loading SWFs into a MovieClip

## **Unit 14: Persisting Data on the Client**

Introducing Shared Objects

Creating Shared Objects

Accessing data in a Shared Object

Handling Shared Object events