

**AUSTIN COMMUNITY COLLEGE
CONTINUING EDUCATION**

Flash 2: Object-Oriented Programming (OOP)

(18 hours)

ITNW 5052

COURSE SYLLABUS

Course Description: Flash 2: Object-Oriented Programming

Learn more about ActionScripting in Flash: learn about Objects, properties and methods; create fluid layouts; understand scope and targeting; animate without the timeline; create interactive user-interface elements; import external data; learn common debugging techniques; create modular file structures to keep SWF files lean and extensible! **Prerequisites:** Flash 1: Introduction.

Objectives: Every student will be able to:

- Properly target objects and variables within Flash
- Animate with ActionScript 3.0 instead of timeline tweens
- Write conditional statements in ActionScripting
- Write functions and loop statements
- Detect collisions
- Load text and images from external sources

Type of Course: Short Course

Evaluation: Students will be evaluated on their competency in performing a variety of hands-on exercises created to insure the student has achieved all course objectives throughout the course, and class participation. In order to grant CEU credit for a course the students must be able to complete assessment exercises for each part of the course given by the instructor. The instructor will validate each participant's achievement of the course objectives by signing and awarding individual certificates of completion.

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Course Outline:

- I. Introduction to Object Oriented Programming
 - I. Target movie clip instances
 - II. Setting properties of objects
 - III. Creating liquid layout in Flash usng Event Listeners
- II. Animating with ActionScript
 - I. Using clip events
 - II. Using logical & comparison operators
 - III. Using the Timer class
- III. Creating dynamic interface elements
 - I. Scrollbars for text and video
 - II. Drag and drop interactivity
 - III. Collision detection
- IV. Advanced ActionScripting effects
 - I. Writing functions
 - II. Writing Loop statements
 - III. Dynamic slideshow
 - IV. Using the Sound Object

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Student Assessment Checklist:

At the completion of the course each student will be able to:

- Properly target objects and variables within Flash
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- Write conditional statements in ActionScripting
- Write functions and loop statements
- Detect collisions
- Load text and images from external sources