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## Macromedia Flash MX 2004: Developing Applications

**Course Length:** 2 Days

### Course Description

As a prospective Web developer, you want to create engaging experiences for visitors to your sites. Thus far, you've probably created straightforward HTML, and you may have done some programming in languages such as JavaScript, but you haven't delved into Flash yet. In this course, you'll create rich Internet applications with Flash. The site you create will pull data from external sources, so it will respond to user choices based on the information in those files. You'll also create ActionScript programming to perform calculations and tailor the interface, and you will finish by publishing the final files in .swf format.

**Course Objective:** You will create rich internet applications using Flash MX 2004 to dynamically integrate with external data and respond to user actions.

**Target Student:** The target student is the professional who wants to be an advanced developer of media technologies, on a path towards programming and Web development. Target customers are advertising agencies, marketing agencies, production houses, or departments that work in such disciplines within an organization.

**Prerequisites:** Experience with Windows Operating Systems and various Web browsers. Basic understanding of Object Oriented Programming, JavaScript, and Flash.

**Delivery Method:** Instructor led, group-paced, classroom-delivery learning model with structured hands-on activities.

### Performance-Based Objectives

Upon successful completion of this course, students will be able to:

- Explore Macromedia Flash MX 2004 to determine the types of applications you can build with it, how to use the program's user interface, and the general process you will follow when creating Flash movies.
- Create a simple Flash Slide Presentation using screens.
- Import graphics, manipulate layers, and use UI controls on the Stage.
- Use different methods to connect with external data.
- Use basic ActionScript code.
- Use ActionScript to manipulate different Flash components.
- Use conditional logic to control the flow of an application.
- Create, drag, and drop a MovieClip on the Stage.
- Apply several built-in classes to an application.
- Create and use functions.
- Display various Flash application screens based on a navigation menu.
- Use a form to gather and submit user data.
- Publish your Flash applications.

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## Course Content

### Lesson 1: Exploring Macromedia Flash MX 2004

- Topic 1A: Define Rich Internet Applications
- Topic 1B: Orientation to Macromedia Flash MX 2004
- Topic 1C: The Process of Producing Flash Applications

### Lesson 2: Create a Presentation with Screens

- Topic 2A: Manipulate Screens
- Topic 2B: Manage Screen Content

### Lesson 3: Adding and Organizing Content

- Topic 3A: Creating and Manipulating Layers
- Topic 3B: Import Images
- Topic 3C: Adding Flash User Interface Components

### Lesson 4: Connecting to External Data

- Topic 4A: Dynamic Content in Flash
- Topic 4B: Orientation to XML
- Topic 4C: Connect to an External Data Source
- Topic 4D: Linking Retrieved Data to a Component
- Topic 4E: Create Dependent Components

### Lesson 5: Using ActionScript

- Topic 5A: Manage Commands with the Actions Panel
- Topic 5B: Trace a String
- Topic 5C: Populate a TextArea with ActionScript
- Topic 5D: Store Data in Variables

### Lesson 6: Manipulating Components with ActionScript

- Topic 6A: Create an Event Handler
- Topic 6B: Create a Form with Interactive Components

### Lesson 7: Controlling Application Flow

- Topic 7A: Create an If Statement
- Topic 7B: Create an If...Else Statement

### Lesson 8: Working with MovieClips

- Topic 8A: Create a MovieClip
- Topic 8B: Perform an Action on a MovieClip
- Topic 8C: Check for MovieClip Collisions
- Topic 8D: Attach a MovieClip from the Library

### Lesson 9: Using Built-In Classes

- Topic 9A: Create a TextField Object
- Topic 9B: Prepare an External Data Source for Use in Flash
- Topic 9C: Read Data from a Text File

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**Lesson 10: Reusing Code with Functions**

- Topic 10A: Streamline Code Using Built-In Functions
- Topic 10B: Create User-Defined Functions
- Topic 10C: Create Global Functions
- Topic 10D: Reference an External ActionScript File

**Lesson 11: Building a Navigation System**

- Topic 11A: Create a Button
- Topic 11B: Display Screens from Menu Options
- Topic 11C: Display SWFs from Menu Options
- Topic 11D: Build a Submenu Using Screens

**Lesson 12: Gathering and Submitting User Data**

- Topic 12A: Gather User Data with a Form
- Topic 12B: Create a Submit Button
- Topic 12C: Submit User Data

**Lesson 13: Publishing Flash Documents**

- Topic 13A: Publishing
- Topic 13B: Detecting the Flash Player Version