



Flash 401: Actionscript HotShot

Level: Advanced
Duration: 2 Days
Time: 10 AM - 5 PM
Cost: £547 ex VAT

Overview

- Straight in at the Deep End
- Dynamically Creating Content
- Custom Events that Carry Data
- A Favourites List
- Using FlashVars
- Making it Look Good
- Building an Audio Player
- Toggling to Full Screen
- Downloading Images From Our Application
- Exploring the Idea of Popups

Description

You already have Flash Actionscript experience but imagine being able to build even more flexible and dynamic design based Flash content after just 2 days training!!
Take your skills to the next level. This course will also help prepare you for the Adobe Certified Expert Exams in Flash

This course is aimed at Flash developers who have been working with object oriented ActionScript 3 and are looking to further their skills and gain a more in depth understanding of ActionScript 3 and the design patterns and methodologies applied in the real world.

Who is this course for?

This course is for Flash developers who have a solid knowledge of object oriented actionscript 3 and are looking to gain further insight into application design and architecture with custom events, inheritance and design patterns.

Assumed Knowledge

Delegates are expected to have attended the Flash 301 - Actionscript course or have a similar level of industry experience. Newcomers to ActionScript 3 are recommended to first attend the Flash 301 - Actionscript course or attend the Flash Actionscript Jumpstart Zero to Hero which covers both agendas.

What you will learn

You will learn about design patterns in ActionScript 3, custom events and how they can

be used to carry data between your components, inheritance, interfaces and oo theory and how to manipulate and produce advanced flash components.

Outline

Straight in at the Deep End

- a revision of OO and the document class
- design patterns and introducing mvc
- planning our strategy
- the model and the singleton pattern
- handling the logic in the controller
- custom events and inheritance
- the problem with events
- building an event bus
- commands to do the work and interfaces
- linking the event to the command
- triggering our first command
- utilizing someone else's code – the flex sdk
- loading our data from an xml file
- strong typing and valueobjects
- responders, asynctokens and the model
- telling the view our data's ready

Dynamically Creating Content

- first, build a visual representation of the component
- program the class and alias the visual children
- expose the properties using setters and getters
- think about accessibility
- linking to the model
- for each iteration
- adding and positioning children
- the scroll pane as a useful tool
- rollover interaction and the mouse enabled property

Custom Events that Carry Data

- previewing a product
- dispatch from a view, handle in the controller
- store the "selected" item in the model
- notifying the view
- constructing the component
- writing the class to tie it all together

A Favourites List

- movieclips as buttons and a handy base class
- events and commands to add to the favourites
- using the List control and the DataProvider class
- checking we're not adding the same product twice
- removing a single item from the list
- removing all the items from the list
- storing the favourites for next time
- loading the favourites next time in

Using FlashVars

- passing data from the html into the movie
- allow the xml filename to be passed in
- breakpoints and debugging
- making our movie load a different xml file

Making it Look Good

- nesting our movieclips allows us to apply effects, but not hinder functionality
- adding a little loading animation

Building an Audio Player

- the visual components
- an event architecture
- loading and playing the sound
- id3 tag info and displaying it in a text box
- controlling the volume
- muting the sound
- BONUS – analyzing the sound and displaying the frequency spectrum
- using compiler meta data to add a component definition
- using the component definition in the designer
- passing in the filename using the component inspector
- using our player in the products application

Toggling to Full Screen

- building a toggle button
- listening to the stage
- changing the display state
- making it work in the browser with html
- using our full screen toggle in the products application
- discussing the stage scale modes

Downloading Images From Our Application

- a custom event
- linking to a custom command
- the FileReference class
- event listeners and notification of the download
- notifying the user with a modal popup

Exploring the Idea of Popups

- a compare favourites panel
- iterating through the favourites data
- adding instances of a “compare” movieclip
- using the scroll pane horizontally
- adding and removing the popup
- applying a transition with the transition manager