Flash/ActionScript Course Content 2009
(ActionScript 3.0)

Topics/chapters/lectures

1. Introduction, program workspace & tips
2. Variables & Data types
3. Statements & Loops
4. Functions & Objects
5. Events (Listeners/Handlers: Mouse, keyboard, timer etc)
6. MovieClips & Properties
7. The Display List (addChild and removeChild)
8. Coding with: Colors & Text (HTML & CSS)
9. Drawing with Code (vectors), The Geometry Package, Bitmap Class (Pixels) & Filter Effects
10. Motion/Animations, TimeLine Control & Tweening (Tween class)
11. OOP - introduction (Classes, Objects, Inheritance etc)
    Basic OOP game/applications
12. Team Exercise with LEGO
    Design, build and document basic/small OOP projects
13. Sounds, microphone & sound visualization
14. Video, webcam & introduction to streaming
15. XML - introduction, Loader class & Loading Assets (text, sound, video)
16. Flash Architecture “Putting things together”, techniques & tools
    Building a basic Interface, navigation, publishing, upload on server etc.
Possible extra sessions/topics:

17. Flashbased techniques, tools for increased usage:
   AIR, Wii-Flash, Webcam/motion, Database/webservice connections,
   Flash/phidgets, Multi-touch, Flex, Flash Lite / Adobe Device Central, Adobe
   Catalyst, Papervison (3D), Swift 3D, Alternativa 3D, Flash Media Server,
   External Components etc.