

Hands On

Introduction to ActionScript 2



Course Summary

This course is aimed at designers and developers who have very little or no experience with ActionScript 2.

This is a hands-on course. You will not be spending hours on theory but jumping right in with visual examples.

You will learn to program in Flash the right way using good Object-Oriented Programming (OOP) methodologies.

This is a hands-on course. You won't be spending hours on theory but jumping right in with visual examples and getting your hands dirty with real-world ActionScript 2 that you can apply to your projects the moment the course is over!

Not only that, but you will be learning good practices along the way: Things like using source control and separating your presentation logic (form) from your business logic (function).

You will also learn to use parts of the open-source Ariaware RIA Platform (ARP) in your projects to give you an instance productivity boost. (ARP is a best-practices ActionScript 2 framework.)

<http://ariaware.com/products/arp>

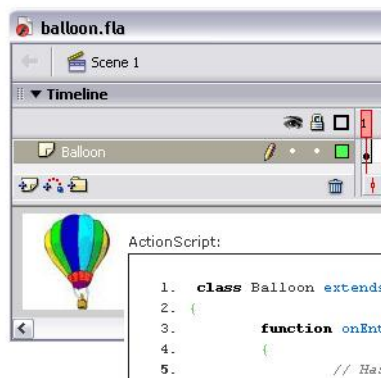
After taking this course, you will be able to use ActionScript 2 in your daily projects and be more confident in your Flash development with your new-found skills and development knowledge. You will also be ready to continue on to become a full ActionScript guru by taking the second

course in the series: Hands-on: Best Practices Flash Development.

You will be taught by one of the leading Flash developers in the world. Aral Balkan is internationally recognized as an expert in Flash and ActionScript, regularly speaks at international events, is a published author in the field, and is a Macromedia Certified Instructor. He is also the author the Ariaware RIA Platform (ARP).

To maintain an extremely high standard of instruction and ensure a level of personal attention that would otherwise not be possible, the class size will be limited to only six students.

Would you like a taste?



For a taste of what will be covered in this course, take a look at the first installment in Aral Balkan's Introduction to ActionScript 2 Tutorial Series on FlashAnt. (This course will go far beyond the tutorial series in in terms of scope and detail.)

<http://www.flashant.org/index.php?m=200412#229>

Flashtival Feedback

This was exactly the kind of stuff I needed. He gave absolutely great in-depth information about how to develop your web-based flash projects in a correct, maintainable and expandable way.

Ben Smeets

Incredible, that guy 'lives' programming. A fast paced session full of enthusiasm, intelligence and humour. Just perfect Actionscript.

Robin Bultot

What enthusiasm! He had a great presentation. Learned a lot from what he told us.

Ronald Craenen

Interested?

Contact us for more information, future class dates or to sign up:

Email
training@ariaware.com

Phone
+44 (0) 870 7542240

Fax
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Next: Topics Covered

Hands On

Introduction to ActionScript 2



DEC Emergency Appeal
ASIA Earthquake Floods
10% of the profits of this course
will be donated to Oxfam.
www.oxfam.org.uk

Topics covered:

- ◆ How to link MovieClips to ActionScript classes and control them.
- ◆ Events: Event-based programming – using listeners and events
- ◆ Transitions: Creating image and movie clip transitions using ActionScript 2
- ◆ Scripted time-based motion.
- ◆ Object-oriented programming concepts such as classes, objects, inheritance, encapsulation, composition, etc.
- ◆ Separating your presentation logic from your business logic: The first step towards building manageable, scalable Flash applications and web sites.
- ◆ Forms-based development (using lightweight ARPFForms)
- ◆ Introduction to a number of software Design Patterns
- ◆ Applying software design patterns to ActionScript 2 (Introductory)
- ◆ Using the Macromedia Version 2 Components
- ◆ Introduction to the Ariaware RIA Platform, a best-practices, pattern-based ActionScript 2 framework for Macromedia Flash and Flex development
- ◆ Transferring data using Flash Remoting.
- ◆ Using source control (with the open-source Subversion SCM.)

The topics covered include Object-Oriented Programming (OOP) concepts such as classes, objects, inheritance, encapsulation and composition.

What's Included?

- ✓ 2 days tuition
- ✓ CD-ROM
- ✓ Workbook
- ✓ Lunch
- ✓ Private List

The course includes two days of world-class instruction by Aral Balkan at our London Bridge venue, along with lunch and refreshments for both days (please inform us of any special dietary requirements when signing up.)

All students receive the course workbook, a CD with all course examples and source code and the latest version of ARP.

Students will also have the option of joining a members-only alumni mailing list for sharing experiences and peer support.

The course is priced at £595 + VAT per attendee.

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Promotions

Sign up before January 14th

save **£50**

Groups of 2 or more

save **£50**

Sign up for both this course and
Best Practices Flash & Flex Development

save **£100**

You can save up to

£200

Next: Course Outline

Hands On

Introduction to ActionScript 2



Course Outline

Day 1

Morning

1. Introduction

- i. Instructor background
- ii. Student backgrounds, contact info/attendance
- iii. Course summary
- iv. Course objectives
- v. Course outline

2. The Basics

- i. **Hands-on: "Hello, world!" in ActionScript 2 (Your first class)**
 - Concept: External class files
 - Concept: Development process (FLA, .as)
 - Concept: Source control
 - Concept: Classes
 - Concept: Objects
 - Concept: Encapsulation
 - Concept: Constructors
 - Concept: Methods
 - Concept: Properties,
 - Concepts: Arguments
 - Concept: Static data typing
 - Concept: Namespaces
 - Concept: Looping (for loop)
 - Concept: Using the Output window

Afternoon

3. ActionScript 2 Visually

- i. **Hands-on: Linking a MovieClip to an ActionScript class**
 - Concept: LinkageID
 - Concept: Inheritance (extending MovieClip)
 - Reinforced concepts: Calling methods, properties, arguments
- ii. **Hands-on: Creating image and movie clip transitions using ActionScript 2**
 - Concept: Transitions
 - Concept: Easing (types: Regular, Bounce, Elastic, etc.)

January 2005

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23	24	25	26	27	28	29
30	31					

Highlights

Day 1: Morning

Classes

Objects

Encapsulation

Constructors,
Methods and
Properties

Source Control

Data Typing

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Next: Day 1 Continued

Hands On

Introduction to ActionScript 2



Course Outline

Day 1

Afternoon (continued)

3. ActionScript 2 Visually (cont.)

i. Hands-on: Animating movie clips using time-based motion

- Concept: setInterval
- Concept: Callback functions
- Concept: Frame-based motion (onEnterFrame)
- Concept: Time-based motion (setInterval)
- Expanded concept: Easing

Day 2

Morning

4. Forms-based development, Flash Remoting and an introduction to Design Patterns

i. Hands-on: Creating an “Email Us” form – Part I (Using Version 2 components)

- Concept: Form-based development paradigm
- Concept: ARPForms
- Concept: Version 2 Components
- Concept: Setting up components using ActionScript
- Concept: Event-based programming
- Concept: Event Listeners and event handlers
- Concept: Model, dataProvider
- Concept: Composition
- Components used: ComboBox, TextInput, mx.controls.Button, ProgressBar and Alert

Afternoon

ii. Hands-on: Creating an “Email Us” form – Part II (Using Version 2 components)

- Concept: n-Tier web applications
- Concept: Separating presentation and business logic
- Concept: View, Controller
- Concept: Controller pattern and the Application Controller
- Concept: Command pattern
- Concept: Loading in data

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Highlights

Day 1:Afternoon

Time-based motion

Easing

Day 2:Morning

Event-based programming

ArpForms

Using Version 2 Components

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Next: Day 2 Afternoon

Hands On

Introduction to ActionScript 2



ii. **Hands-on: Creating an “Email Us” form – Part II
(Using Version 2 components) - cont.**

- Concept: Flash Remoting (with the new ActionScript 2 API)
- Components used: ProgressBar
- Reinforced concept: Model

iii. **Hands-on: Creating a multi-form application (RIA)**

- Concept: A controller for the View (Application Form)
- Concept: Model-View-Controller
- Concept: View Events vs. System Events

5. **Review**

6. **Sources for further study**

- Book recommendations
- Web-site links
- Ariaware RIA Platform documentation

7. **Evaluation forms**

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Highlights

Day 2: Afternoon

n-Tier Applications

Flash Remoting

Preloading

Command Pattern

Controller Pattern

Model-View-
Controller

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Next: Aral Balkan s Bio

Hands On

Introduction to ActionScript 2



Aral Balkan

Aral Balkan is founder and director of Ariaware, a Brighton (UK)-based company offering consulting, training and development services for Macromedia Flash and Flex-based Rich Internet Applications.

Aral holds a Master of Arts (MA) in Film and Electronic Media from American University in Washington, DC and has taught undergraduate and graduate level courses in the United States. He is also a Macromedia Certified Instructor for the Flash Advanced Application Development and Flash Professional Application Development courses.

As a sought after speaker, he has presented at numerous Macromedia User Groups (MMUGs), as well as international conferences like CF-Europe and Flashtival. Aral's session on Best Practices Flash Development was also presented at the recent Macromedia MX Days event at IBM Bedford Lakes in the UK.

Aral's confirmed sessions for 2005 include MX Down Under in Australia, Flash Europe in Barcelona and Flashtival in the Netherlands.

Aral is a published author and has contributed to the books Flash MX Most Wanted Components and Flash 3D Cheats Most Wanted from Friends of ED (Apress). He has also written and edited numerous articles for Macromedia DevNet and Ultrashock.com and is currently working on a new book to be released towards the end of 2005.

A strong believer in the Flash community and open-source, Aral runs the RIA blog FlashAnt.org, home of the open-source Apache Ant build tool and FLP Maker utility for Flash MX 2004 Professional.

Aral's vision for RIAs led Ariaware to open source the Ariaware RIA Platform (ARP) with the aim of "providing the development community with a best-practices framework to lower the risks and uncertainty — not to mention the overall cost — currently associated with RIA development."

Aral's confirmed sessions for 2005 include MX Down Under in Australia, Flash Europe in Barcelona and Flashtival in the Netherlands.

As part of his focus on community, Aral also runs the London MMUG — the Macromedia community at the heart of the largest IT economy in Europe.

In addition to his speaking, writing and training engagements, Aral finds time to work on interesting development projects. Since starting out with Flash nearly a decade ago, he has worked on countless projects ranging from the development of the world's first virtual school, to the creation of advanced Flash components (data grid, menu, intelligent preloader, etc.) and the UI design and development of Telrock Messaging, an enterprise SMS messaging RIA.

Aral places great importance on software architecture and development processes, Human-Computer Interaction (and interactive design) as well as graphic and motion design. This is reflected in the User Centered Agile Product Development process he developed that is used at Ariaware today to design and develop the next generation of rich-client web, desktop and mobile applications.

Readme.txt

A partial list of books and articles by Aral Balkan:

Flash MX Most Wanted Components
(Friends of ED/Apress)

Flash 3D Most Wanted Cheats
(Friends of ED/Apress)

Data Binding in Flash MX 2004 Professional
www.macromedia.com/devnet/mx/flash/articles/databinding.html

Flash MX 2004 Components Tutorial Series
(Author/Editor)
<http://ultrashock.com/tutorials/flashmx2004/ui-components01.php>

For more articles, tutorials, tips and tricks and the latest RIA news, read Aral Balkan's RIA blog at:
<http://FlashAnt.org>



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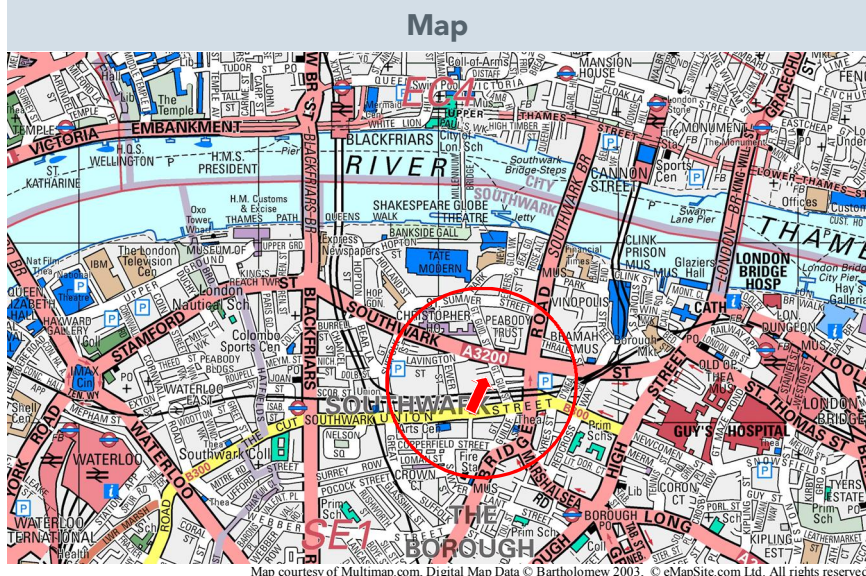
Next: Finding Us

Hands On

Introduction to ActionScript 2



Finding Us



Address

102-104 Great Guildford Business Square
30 Great Guildford Street
London SE1 0HS
United Kingdom

Travel Information

Being in the heart of London, our training center is easily reached via public transportation.

The nearest tube stations are Borough and Southwark stations (9 mins walk) and London Bridge station is just 14 minutes away.

If you are traveling by train from Europe via Eurostar, you will be arriving at Waterloo International station, a 15-20 minute walk.

For attendees arriving via air, Gatwick to London Bridge takes 40 minutes by rail, with trains departing every 15 minutes.

Trains from Stansted Airport arrive at Liverpool Street station, where you can take the underground to Bank (Central Line) and switch to

the northern line south for London Bridge or Borough.

Heathrow Airport also has tube and rail links into Central London.

For more travel information, see the excellent web site of Transport for London: www.tfl.gov.uk.

Nearby Hotels

The Southwark Rose Hotel
43-47 Southwark Bridge Road
London SE1 9HH
T: +44 (0)20 7015 1480
F: +44 (0)20 7015 1481
W: www.southwarkrosehotel.co.uk
E: info@southwarkrosehotel.co.uk

Novotel London/City South
53-61 Southwark Bridge Road
London SE1 9HH
[T] +44 (0)20 7089 0400
[F] +44 (0)20 7089 0410
[W] www.accorhotels.com
[E] H3269@accor-hotels.com

For more hotels, please see:
<http://www.london-se1.co.uk/hotels/>

In Brief

January 2005

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When
January 27-28, 2005

Class times
9:30 - 17:30

Class size
6 students (max)

Course price
£595 + VAT

For the latest information, as well as helpful tutorials, tips, tricks and news, check out FlashAnt.org, Aral Balkan's Rich Internet Applications blog.

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