

### **Planning and Managing Flash Projects**

- Flash Platforms
- Discussing Application Planning and Design
- Creating a Flash Projects
- Working with the Flash Library
- Generating a Sprite Sheet

### **Introduction To Actionscript**

- Actionscript Language Fundamentals
- Exploring a Scripted Application
- Preparing Symbol Instances
- Storing Values by Using Variables
- Implementing a Continuous Motion
- Controlling Speed with a Variable
- Making a Clip Move when Clicked
- Creating a Modular Code
- Creating a Document Class
- Extending a MovieClip Class
- Associating a Custom Class with an Object

### **Content And Libraries**

- Creating and Formatting Text
- Examining TLF Features and Embedding Fonts
- Using Input and Dynamic Text Fields
- Loading from an XML File
- Actionscript Libraries

### **Adding Video And Audio**

- Adding Video Player
- Changing FLVPlayback Component Parameters
- Creating Code to Respond to the Cue Points
- Adding and Synchronizing Sound

### **Testing And Publishing**

- Debugging Flash Applications
- Testing Mobile Applications
- Assessing and Simulating Performance
- Publishing to Adobe AIR
- Publishing to HTML5