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This document tracks the time I spent to learn **Flash** software application from reading online resources, writing documents, software installations, and programming.

**Adobe Flash**, is a program that lets users create vector-based animation.

Flash Professional 8 is the industry's most advanced authoring environment for creating interactive websites, digital experiences and mobile content. With Flash Professional 8, creative professionals design and author interactive content rich with video, graphics, and animation for truly unique, engaging websites, presentations or mobile content.

Macromedia Flash is the standard for web animation. Macromedia Flash allows you to create animations, text effects, and complex interactive [web applications](#).

If you're a Web designer or developer, then you'll likely be creating your Web sites in Adobe's Dreamweaver and using Adobe's Flash for your rich, interactive elements. Without a doubt, there is no better Web-based animation tool than Flash. You can create simple, flipbook-style animations with animated GIF images, but with Flash as a choice, do you really want to use GIFs?

Flash is being used today by hundreds of thousands of designers and can be viewed on an estimated 625,000,000 different, unique computers worldwide, or roughly 97 percent of all people surfing the Internet.

Unlike Java, ActiveX Controls, animated GIFs, or any other Web presentation tool that's widely used, Flash is the only tool that's a proven professional design tool coupled with an enterprise-wide application solution. In other words, you have it all with Flash.

Macromedia Flash MX 2004 allows designers and developers to integrate video, text, audio, and graphics into immersive, rich experiences that deliver superior results for interactive marketing and presentations, e-learning, and application user interfaces.

The Macromedia Flash MX 2004 product line consists of Flash MX 2004, Flash MX Professional 2004 and Flash Play

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***Total number of hours I spent (details below) = 23.5 hrs***

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**Reference 1:** <http://en.wikipedia.org/wiki/ActionScript>

**ActionScript** is a [scripting language](#) based on [ECMAScript](#), primarily used to develop [software](#) for the [Adobe Flash](#).

Applications developed using [Adobe Flash](#) or [Adobe Flex](#) will often use ActionScript for runtime manipulation of data and content. ActionScript first appeared in its current syntax with the release of Flash 5, which was the first thoroughly programmable version of Flash. This ActionScript release was named ActionScript 1.0. Flash 6 (MX) then further broadened the utility of the programming environment by adding a number of built-in functions and allowing better programmatic control of [movie](#) elements.

Flash 7 (MX 2004) introduced ActionScript 2.0, which added [strong typing](#) and [class-based programming](#) features such as explicit [class](#) declarations, [inheritance](#), [interfaces](#), and Strict Data Typing. ActionScript 1.0 and 2.0 share the same compiled form within Flash [SWFs](#).

ActionScript is the programming language of the Flash Player runtime. Originally developed as a way for Flash developers to program interactivity, ActionScript enables efficient programming of Flash applications for everything from simple animations to complex, data-rich, interactive application interfaces.

**ActionScript 3.0**, [introduced in Flash Player 9](#), is based on ECMAScript—the same standard that is the basis for JavaScript—and provides incredible gains in runtime performance and developer productivity.

**ActionScript 2.0**, the version of ActionScript used in Flash Player 8 and earlier, added language constructs and features to enable developers to build large-scale, object-oriented Flash applications and content. ActionScript 2.0 continues to be supported in Flash Player 9.

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**Reference 2:**

**Introduction to Flash MX tutorial** - From **Macromedia Flash MX software**, go to "Help > Tutorials > Introductionto Flash MX"

The objectives of this tutorial is to design and create a simple movie from start to finish. This tutorial guides you through the process of creating a compelling Web experience with Macromedia Flash MX. By completing the tutorial, you'll learn how to design a movie, from opening a new document to publishing the movie for Web playback. The tutorial teaches you how to do the following tasks:

1. Analyze a completed movie
2. Define document properties and create a gradient
3. Create and mask vector art
4. Tween bitmap effects within a movie clip
5. Load dynamic text
6. Modify buttons and add navigation
7. Add streaming and event sounds
8. Test and publish the movie

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**Reference 3:**

**Introduction to ActionScript tutorial-** From **Macromedia Flash MX software**, go to "Help > Tutorials > Introduction to ActionScript"

ActionScript is the scripting language of Macromedia Flash MX. A scripting language is a way to communicate with a program; you can use it to tell Flash what to do and to ask Flash what is happening as

a movie runs. This two-way communication lets you create interactive movies. In this tutorial, you will examine the tasks involved in creating an interactive jigsaw puzzle.

This tutorial is designed for Flash users who are ActionScript beginners but who want to work toward advanced abilities. You should already be familiar with basic actions and know how to assign them in the Actions panel. To get the most out of this tutorial, you should first complete the [Introduction to Flash MX Tutorial](#). You should also be comfortable with the concepts presented in [Writing Scripts with ActionScript](#) and [Creating Interaction with ActionScript](#).

This tutorial teaches you how to do the following tasks:

- 1. [Initialize the movie](#)
- 2. [Save and retrieve information](#)
- 3. [Display information in a dynamic text box](#)
- 4. [Write an expression](#)
- 5. [Control the flow of the movie](#)
- 6. [Create commands and reuse code](#)
- 7. [Use a built-in object](#)
- 8. [Test the movie](#)

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***Reference 4:***

**Introduction to Components Tutorial** - From **Macromedia Flash MX software** , go to "Help > Tutorials > Introduction to Components"

You can use Macromedia Flash UI components to quickly and easily add simple user interface elements to your Flash document. Use the built-in user interface components and actionScript to build an interactive application.

This tutorial is designed to introduce components to beginner and intermediate Flash users and show how they can be used to easily create a simple application. Before taking this tutorial, you should complete the Introduction to Flash MX Tutorial and the Introduction to ActionScript Tutorial, which you can access by selecting Help > Tutorials.

After completing this tutorial, you will know how to do the following tasks:

- 1. Add components to a Flash document
- 2. Configure the components
- 3. Add ActionScript to make the components work

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Date	Time Spent (hrs)	Description (mainly)
Tuesday March 6, 2007	2.75	<b>Online Reference:</b> <a href="http://www.learnflash.com/">http://www.learnflash.com/</a> <b>Installed Software:</b> Macromedia Flash MX trial version from: <a href="http://www.macromedia.com/">http://www.macromedia.com/</a> <b>Learning:</b> Macromedia Flash MX software application. section: "Help > Lessons > getting Started with Flash"
Wednesday March 7, 2007	1.5	<b>Continue-Learning:</b> Macromedia Flash MX software application. sections: "Help > Lessons > Illustrating in Flash" "Help > Lessons > Adding and Editing Text"
Thursday March 8, 2007	2.5	<b>Continue-Learning:</b> Macromedia Flash MX software application. sections: "Help > Lessons > Adding and Editing Text" "Help > Lessons > Creating and Editing Symbols" "Help > Lessons > Understanding Layers" "Help > Lessons > Creating Tweened Animation"
Friday March 9, 2007	1.75	<b>Continue-Learning:</b> Macromedia Flash MX software application. sections: "Help > Lessons > Creating Buttons" "Help > Lessons > For Macromedia Director Users" "Help > Tutorials > <a href="#">Introduction To Flash MX Tutorial</a> "
Saturday March 10, 2007	2.0	<b>Continue-Learning:</b> Macromedia Flash MX software application. Continue-Tutorial:"Help > Tutorials > <a href="#">Introduction to Flash MX Tutorial</a> "
Sunday March 11, 2007	3.5	<b>Continue-Learning:</b> Macromedia Flash MX software application. Continue-Tutorial:"Help > Tutorials > <a href="#">Introduction to Flash MX Tutorial</a> "
Monday March 12, 2007	2.75	<b>Continue-Learning:</b> Macromedia Flash MX software application. Continue-Tutorial:"Help > Tutorials > <a href="#">Introduction to Flash MX Tutorial</a> Tutorial:"Help > Tutorials > Introduction to ActionScript"
Tuesday March 13, 2007	2.5	<b>Continue-Learning:</b> Macromedia Flash MX software application. Continue-Tutorial:"Help > Tutorials > Introduction to ActionScript"
Wednesday March 14, 2007	2.75	<b>Continue-Learning:</b> Macromedia Flash MX software application. Tutorial:"Help > Tutorials > Introduction to Components"

Thursday March 15, 2007

1.5

**Continue-Learning:** Macromedia Flash MX software application.  
"Help > ActionScript Dictionary" and "Help >Samples"

\*\*\*\*\*The End\*\*\*\*\*  
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