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This document tracks the time I spent to learn the Online Course "**Intermediate Flash**", course number **A233.30** taken at **http://www.eclasses.org/** from reading the text book, reading and documenting online lectures, reading online resources, software installations, programming and debugging.

These online classes are primarily conducted via the web board interface - called Web Crossing. You can take a Virtual Tour of an Online Classroom at *http://www.eclasses.org/Demo/*

(note: the ".30" in A233.30 refers to the number of times the course has been given).

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***Total number of hours I spent on* Intermediate Flash** *(details below)* $= 142.0\,hrs$
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************Course Description***************

Intermediate Flash - course number **A233.30**

Start Date: 18-August-2008; **Duration:** 6 weeks; **CEUs:** 3.0; **Course Number:** A233.30; **Instructor:** Stephane Richer; **Co-Instructor:** Damien Hatcher

How eClasses Work

The classroom environment is based on Lundeen & Associates Web Crossing technology, a threaded messaging system. Instructors post lectures, reading selections, and hands-on assignments once a week in the online classroom. Students can discuss the assignments with the instructor and amongst themselves in the classroom area. **This format has no set meeting time**, which allows students to attend class at a time most convenient to them, yet still provides logically organized communication between class participants. Students can apply for the completion certificate after finishing the class. Web Study certificate is also available. Click on the Certificates link on the top navigation bar for more information.

About eClasses.Org - Affordable Web Technology Learning

Since 1998 eClasses.Org has provided the very best in online training to 45,000 Web developers and other professionals. It offers a catalog of 40 online courses covering the breadth of Web work, from HTML to Flash; from CSS to XML. All classes are taught by fellow experts and working professionals in the field.

- Online, instructor-led web technology classes

- Affordable and flexible learning solution

- 4 Web certificate programs

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Course Outline: Intermediate Flash

The intermediate class takes off where the introduction stopped and gets much deeper into flash. It covers content that goes beyond the scope of an introductory level class and covers content that couldn't be covered in depth until now. More

advanced concepts appear and open a world of web design possibilities in no time. Lectures, links, exercises as well as videos are all present to ensure a great learning experience for everyone!

Outline

Week 1: Advanced Buttons and Sounds

- Advanced flash tips and strategies

- Animated buttons

- Actions to buttons

- Event handlers

- Invisible buttons

- Keyboard input

- Sound types

- Sound in frames and buttons

- Importing sounds

- Animation/button synch

Week 2: Dot Syntax and Working with Video

- Understanding Dot syntax

- Writing with Dot syntax

- Understanding the Actions panel and its modes

- Importing and exporting video

- Simulating Video

- Simulating 3D

Week 3: Drop-Down Menus and Controlling Multiple Timelines

- Create a Drop-Down menu

- Naming Instances

- Target Paths

- Absolute and relative paths

- Targeting movie clip instances from different locations

- Using the Trace action

Week 4: Dragging the Movie Clip and Loading Movies

- Start/stop dragging a movie clip

- Centering a draggable movie

- Constraining a draggable movie

- Understanding and working with levels

- Loading/unloading an external movie

- Replacing a loaded movie

- Loading movies inside movie clips

Week 5: Creating Programmatic Movement and Interactivity

- Controlling the movie clip with buttons

- Clip Events

- _alpha, _visible, _rotation, _x, _y and other properties

- Operators

- If Statement

Week 6: Advanced Publish Settings and other Goodies

- Creating an advanced preloader

- Flash detection

- Creating pop-ups for your flash movies

- Testing your work with different flash versions

- Uninstalling the flash player

- Hit Test

- Printing from flash

Prerequisites

Completion of the Introductory flash course (A231). Those with sufficient previous flash experience can attend as well, but material covered in the introduction class will be taken for granted and will not be discussed. You also need to have some web storage somewhere on the internet. If you don't have any, there are many free sites available and will be recommended in class. Basic understanding of html, such as how to link to your files, is helpful as well.

Requirements

- Webspace: Each week you will have to upload your assignments to the internet so that your teacher may view them. This means you all must have some storage space on the internet. This storage space must be configured (MIME-Type) to handle Shockwave Flash files (.swf) and native Flash files (.fla). If you don't have web space to store your files on, you can get enough megabytes of free space with http://www.geocities.com.

- System Requirements: Flash CS3, Flash 8 or Flash MX 2004. Flash works on both the Macintosh and Windows platforms.

- **Book:** Students needs to have one of the required books equivalent to the software version. However, it is highly recommended that CS3 users who do not have extensive programming experience purchase the Flash 8 book instead of the CS3 book. The material covered is the same, but the Flash 8 book uses ActionScript 2.0 which is the norm currently used and is easier to learn.

Books

Read Requirement section above for additional instructions for selecting a required book.
Required Book: Flash CS3 Professional Advanced for Windows and Macintosh [by Russell Chun, Paperback, 528 pages, **ISBN**: 0321503031, **Publisher**: Peachpit Press, **Pub.Date**: May 31 2007

Required Book: [Flash CS3 Professional for Windows and Macintosh](#) [by Katherine Ulrich, Paperback, 592 pages, **ISBN**: 0321502914, **Publisher**: Peachpit Pr, **Pub.Date**: June, 2007

Required Book: [Macromedia Flash 8 Advanced for Windows and Macintosh](#)]
Required Book: [Macromedia MX 2004 Advanced for Windows and Macintosh](#)

Additional Information:

This online course is limited to 100 participants. Your place in the course is confirmed by your payment. Introductory courses are intended for students with no experience in the subject matter and are seeking beginner level training.

Refund Policy: Please read our ["Terms and Refund Policy"](#) before registering for this course.

Additional Cost: Book and software might be required for the course. Read the Requirements and Book section for more information. Course fee does not include the book and software cost .

Start Date: Click on the Register Now button to proceed to the registration page. You will see the start date of the class on that page. To get the start date of other courses, click on Open Classes link on the top navigation bar.

How eClasses Work: The classroom environment is based on Lundeen & Associates Web Crossing technology, a threaded messaging system. Instructors post lectures, reading selections, and hands-on assignments once a week in the online classroom. Students can discuss the assignments with the instructor and amongst themselves in the classroom area. **This format has no set meeting time**, which allows students to attend class at a time most convenient to them, yet still provides logically organized communication between class participants. Students can apply for the completion certificate after finishing the class. Web Study certificate is also available. Click on the Certificates link on the top navigation bar for more information.

Instructor: Stephane Richer

Stephane Richer is the president of a print and web design company called Noise Communications based in Montreal. Stephane comes from the print design world where he evolved during the 1980's. In the 90's he turned to digital presentations and web design. After years of focusing on HTML/DHTML/CSS designs, Stephane switched to Macromedia's Flash when it was in its 3rd version. He now considers Flash to be one of the most important design tools for creating stunning designs for the web. He has been teaching Flash at our organization since January 2000. In 2001, he started teaching Fireworks and Director classes as well.

Co-Instructor: Damien Hatcher

Damien Hatcher is a web designer who uses primarily flash at noise communication, based in Montreal. He has a B.A in English Literature and has been teaching at our organization since January 2000. Do not hesitate to contact him if you have any questions regarding the flash courses.

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How eClasses Work

About the Classroom

The classroom environment is based on Web Crossing technology, a threaded messaging system (message board). Instructors post lectures, reading assignment, and hands-on assignment once a week. Classes start on a certain date but this format has no set meeting time, which allows students to attend class at a time most convenient to them. Students only need to complete the assignment within one week and continue with another assignment in the following week.

The main benefit of our classes is the interaction among you, your instructor and other students in classroom (online message board). Students can post comments or questions to the instructor or other students, share ideas, communicate about your learning experience, or discuss topics of the course with other interested students.

How to Access Your Classroom

After you register for a class, you will get a receipt email and an instructional email. Simply follow the instructions to add yourself to the classroom (or grant yourself access to the classroom). After that, you can access your classroom at http://interact.eclasses.org/cgi-bin/WebX?15@@

How to Use the Classroom

The classroom is organized by folders and discussion. A folder is like a folder or directory on your hard disk. It contains discussions or other sub-folders. Every folder has a title and a heading which describe the folder. On top of each page, there is the path of the current folder, so you can see where you are. If you click on any folder or you will go to that page. Take a look at our DEMO to see how the classrooms look like.

A discussion has a title and heading that describe its purpose. Discussions are not 'chat-rooms', they are more like organized electronic mail. You can browse a discussion and post a message at any time. To post a message, just scroll down to the message form at the end of each discussion. Fill in the form, and then click on the 'Post Message' button following the form.

Someone else will see your post later, when they are browsing or when they check for new messages. You can always read the whole discussion from beginning to end, so you never have to wonder what people are talking about. Because a discussion may have many of messages posted to it, long discussions are split into smaller pieces. In a long discussion, you'll see buttons at the top and/or bottom that let you go back and forth.

The system automatically keeps track of messages as you view them. When you see a discussion in a folder, the listing includes how many messages are in the discussion, and how many are new messages. There is another way to check for new messages, through your 'Subscription List'. After you subscribe to a discussion or folder, you can later check your subscription list at any time. You'll then be shown the first new message, discussion, or folder that has been added since you last checked.

What are CEUs?

One Continuing Education Unit (CEU) is generally defined as ten contact hours of participation in an organized continuing education experience under responsible sponsorship and qualified instruction. For instructor-led online learning, each course is assigned a number of CEUs for that course which may not relate to the total number of hours an individual takes to complete the course. The number of CEUs awarded is the average number of hours required to complete a course.

Class Schedule

Almost every week, a group of classes is open for registration. A class is open about 1-2 months prior to its start date. Click on the Open Classes link to see the list of classes that are open for registration now. The same class is offered every 2-3 months.

If you are interested in a class but it's not on the Open Classes list, you can click on Class Catalog link and go to the description page for the class. Then click on Register Now button and put in your email address. We will send you an email when the class is open.

Registration Deadline: Effective Jan 1, 2005: The last day to register for a class is the start date of that class.

Student Center

Student Center is another online system which requires a different password (which students selected when they first register.) Below is the list of what you can do in the Student Center:

- Grant yourself access to your registered courses

- Register for new eClasses

- Get the list of your previous and current courses

- Get your payment history

- Check your final grades

- Apply for class completion certificates

- Apply for Web Study certificates

- Check your Web Study certificate application status

- Retake courses at special prices

- Update your email and mailing address

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Documentations: The documents - **file names** - that I wrote/created are:

1.   TimeSpentToLearnIntermediateFlash.doc
2.   Most Documents are in *.html (or *.htm) format.
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Adobe Flash Player is the standard for delivering high-impact, rich Web content. Designs, animation, and application user interfaces are deployed immediately across all browsers and platforms, attracting and engaging users with a rich Web experience.   (.fla == flash movie authoring file, found at: http://www.adobe.com/)

As far as what version of ActionScript (AS) I will use for this course: I will learn mainly AS 3.0, the latest version of the Flash programming Language that lets you control graphics, animation, sound, and interactivity. However ActionScript 3.0 represents a significant change from the previous version (AS 2.0) because in many ways it is conceptually and architecturally different. AS 2.0 is much easier and straight forward to learn than AS 3.0.

Type checking can occur at either compile time or run time. Statically typed languages, such as C++ and Java, do type checking at compile time. Dynamically typed languages, such as Smalltalk and Python, handle type checking at run time. As a dynamically typed language, ActionScript 3.0 has run-time type checking, but also supports compile-time type checking with a special compiler mode called *strict mode*. In strict mode, type checking occurs at both compile time and run time, but in standard mode, type checking occurs only at run time.

Dynamically typed languages offer tremendous flexibility when you structure your code, but at the cost of allowing type errors to manifest at run time. Statically typed languages report type errors at compile time, but at the cost of requiring that type information be known at compile time.

Flash 9 offers a new ActionScript setting for ActionScript 3 called "strict mode" (Edit > Preferences > ActionScript > ActionScript 3.0 settings... > Strict mode). This mode essentially relates to the option of compile-time type checking. When enabled, strict mode will use compile-time checking to make sure your code is valid and if not, will throw an error preventing the SWF from being created.

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Date	Time Spent (hrs)	Description (mainly)
Monday August 18, **2008**	3.75	<u>**Start of**</u> **Intermediate Flash -**course number **A233.30** **Read** and **documented** course materials at eClasses.org at http://www.eclasses.org/ Documents **created** are located at: C:\Users\boutros\Documents\MyPrograms\eClasses.Org\ Course_Intermediate Flash_A233.30\ **Documented** Week1 **Online Lectures** of **Intermediate Flash** class - Advanced Buttons and sounds - at **http://www.eclasses.org/**
Tuesday August 19, 2008	2.5	**Online** references: http://www.peachpit.com/content/downloads/peachpit/companion/flashcs3vqp/index.html http://www.wavcentral.com/ http://www.thefreesite.com/Free_Sounds/Free_WAVs/index.html

Date	Hours	Assignment
Wednesday August 20, 2008	0.75	**Book: Flash CS3 Professional-Advanced** by Russell Chun Introduction; Chapter 1: [pages 1 - 26].
Thursday August 21, 2008	4.5	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 1: [pages 1 - 15].
Friday August 22, 2008	7.25	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 1: [pages 16 - 29].
Saturday August 23, 2008	5.5	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 1: [pages 30 - 36]. **Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 3: [pages 57 - 63].
Sunday August 24, 2008	7.75	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 3: [pages 64 - 90]. **Book: Flash CS3 Professional** by Katherine Ulrich **Review** - Chapter 12: [pages 335 - 360].
Monday August 25, 2008	3.5	**Book: Flash CS3 Professional** by Katherine Ulrich **Review/Read** - Chapter 13: [pages 361 - 393].
Tuesday August 26, 2008	6.5	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 4: [pages 91 - 106]. **Book: Flash CS3 Professional** by Katherine Ulrich **Read** - Chapter 15: [pages 443 - 468].
Wednesday August 27, 2008	3.75	**Read** Week1 **Online Lectures** of **Intermediate Flash** class - Advanced Buttons and sounds - at **http://www.eclasses.org/** **Book: Flash CS3 Professional** by Katherine Ulrich **Read** - Chapter 16: [pages 469 - 478]. **Read week1 Online references:** http://livedocs.adobe.com/flash/mx2004/main_7_2/wwhelp/wwhimpl/common/html/wwhelp.htm?context=Flash_MX_2004&file=00000358.html http://www.macromedia.com/support/flash/ts/documents/wavfiles_in_flash.htm
Thursday August 28, 2008	4.25	**Book: Flash CS3 Professional** by Katherine Ulrich **Read** - Chapter 16: [pages 479 - 496]. **Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 2: [pages 37 - 46]. **Documented** Week2 **Online Lectures** of **Intermediate Flash** class - Dot Syntax and Working with Video - at **http://www.eclasses.org/** **Read week2 Online references:** http://dev.artyso.com/egomedia/ http://www.eitechnologygroup.com/products/amorphium http://www.anark.com/ http://www2.evansville.edu/
Friday August 29, 2008	8.25	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 2: [pages 47 - 54].

		Read Week2 **Online Lectures** of **Intermediate Flash** class - Dot Syntax and Working with Video - at **http://www.eclasses.org/**
		Week2 Online references: Third Party Flash Video Encoder (FLV): http://www.on2.com
		http://www.sorensonmedia.com
		http://www.freefunfiles.com/software/audiovideo/musiceditors/sound-forge-7.0.html
		Downloaded and **Installed Sound Forge 9.0d**
		Sound Forge Software is a digital audio editor that includes a powerful set of audio processes, tools, and effects for recording and manipulating audio. This application is the professional's choice for audio editing, audio recording, effects processing, streaming content creation, and more.
		Working on First Homework for Intermediate Flash class.
Saturday August 30, 2008	4.75	**Continue-Working on First** Homework for Intermediate Flash class.
Sunday August 31, 2008	5.5	**Continue-Working on First** Homework for Intermediate Flash class.
Monday September 1, 2008	4.75	**Finished First** Homework for Intermediate Flash class.
		Posted it online at: http://bacsoftwareconsulting.com/IntermediateFlash/project1B.swf http://bacsoftwareconsulting.com/IntermediateFlash/project1B.fla
		Documented Week3 **Online Lectures** of **Intermediate Flash** class - Drop-Down Menus and Controlling Multiple Timelines - at **http://www.eclasses.org/**
Friday September 5, 2008	1.25	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 4: [pages 107 - 110].
Saturday September 6, 2008	2.25	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 4: [pages 111 - 113].
Sunday September 7, 2008	4.0	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 5: [pages 133 - 150].
		Documented Week4 **Online Lectures** of **Intermediate Flash** class - Drop- Loading Movies and Dragging Movie Clip Symbols - at **http://www.eclasses.org/**
Monday September 8, 2008	2.25	**Read** Week3 **Online Lectures** of **Intermediate Flash** class - Drop-Down Menus and Controlling Multiple Timelines - at **http://www.eclasses.org/**
		Working on Second Homework for Intermediate Flash class.
Tuesday September 9, 2008	2.0	**Working on Second** Homework for Intermediate Flash class.
Wednesday September 10, 2008	4.0	**Finished Second** Homework for Intermediate Flash class.
		Posted it online at: http://bacsoftwareconsulting.com/IntermediateFlash/project2.swf http://bacsoftwareconsulting.com/IntermediateFlash/project2.fla
Thursday September 11, 2008	1.25	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 6: [pages 151 - 155].
Sunday September 14, 2008	2.25	**Book: Flash CS3 Professional-Advanced** by Russell Chun

		Chapter 6: [pages 162 - 163].
Monday September 15, 2008	1.25	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 6: [pages 168 - 171].
Tuesday September 16, 2008	3.25	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 6: [pages 172 - 180]; Chapter 7: [pages 211 - 212].
Wednesday September 17, 2008	3.0	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 7: [pages 236 - 239; 246 - 248].
Thursday September 18, 2008	1.0	**Read** Week4 **Online Lectures** of **Intermediate Flash** class - Drop- Loading Movies and Dragging Movie Clip Symbols - at **http://www.eclasses.org/**
Friday September 19, 2008	1.25	**Documented** Week5 **Online Lectures** of **Intermediate Flash** class - Drop- Creating Programmatic Movement and Interactivity - at **http://www.eclasses.org/**
Saturday September 20, 2008	2.0	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 7: [pages 213 - 216].
Sunday September 21, 2008	2.25	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 7: [pages 217 - 219]; Chapter 4: [pages 128 - 129].
Monday September 22, 2008	4.0	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 4: [pages 130 - 132]. **Read** Week5 **Online Lectures** of **Intermediate Flash** class - Drop- Creating Programmatic Movement and Interactivity - at **http://www.eclasses.org/**
Tuesday September 23, 2008	1.0	**Read** Week5 **Online Lectures** of **Intermediate Flash** class - Drop- Creating Programmatic Movement and Interactivity - at **http://www.eclasses.org/**
Thursday September 25, 2008	6.0	**Working on Third** Homework for Intermediate Flash class.
Friday September 26, 2008	2.0	**Finished Third** Homework for Intermediate Flash class. Posted it online at: http://bacsoftwareconsulting.com/IntermediateFlash/project3.swf http://bacsoftwareconsulting.com/IntermediateFlash/project3.fla **Documented** Week6 **Online Lectures** of **Intermediate Flash** class - Drop- Advanced Publish Settings and Other Goodies - at **http://www.eclasses.org/**
Sunday September 28, 2008	0.5	**Read week6 Online references:** http://www.adobe.com/products/flashplayer/download/detection_kit/ http://www.moock.org/webdesign/flash/detection/moockfpi/ http://www.blooberry.com/indexdot/html/topics/urlencoding.htm http://www.adobe.com/products/player_census/flashplayer/version_penetration.html http://kb.adobe.com/selfservice/viewContent.do?externalId=tn_14157&sliceId=1 http://www.w3schools.com/TAGS/ref_urlencode.asp

Monday September 29, 2008	2.0	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 6: [pages 151 - 163].
Tuesday September 30, 2008	3.75	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 6: [pages 164 - 167; 199 - 203].
Wednesday October 1, 2008	1.75	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 6: [204 - 208].
Thursday October 2, 2008	2.5	**Read** Week6 **Online Lectures** of **Intermediate Flash** class - Drop- Advanced Publish Settings and Other Goodies - at **http://www.eclasses.org/**
Friday October 3, 2008	1.5	**Read week6 Online references:** http://schoolofflash.com/2008/04/28/flash-cs3-tutorial-actionscript-3-preloader/ **Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 6: [188 - 193].
Saturday October 4, 2008	3.5	**Book: Flash CS3 Professional-Advanced** by Russell Chun Chapter 6: [194 - 199]. **Working on** a Final FLA project (**IntermediateFlashPortfolio.fla**) that **integrates** some of my course projects and homeworks in order to present it in my website as part of my portfolio.
Sunday October 5, 2008	4.25	**Working** on my **"IntermediateFlashPortfolio.fla'** project.
Monday October 6, 2008	2.75	**Finished** my **"IntermediateFlashPortfolio.fla'** project.

Total = 142.0 hrs

******** *End of Intermediate Flash* *******

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