

Adobe Flash CC (2015): Part 2 [ACA & ACE Certification]

Course Specifications

Course Number: ELK92-042ol_rev3.0

Course Length: 1.0 day(s)

Course Description

You create Adobe® Flash® CC animations. You can find your way around the Library and can work in the Timeline. You've even created symbols and have embedded one MovieClip inside another. But now you want to create functionality that can't be accomplished on the Timeline alone. You want to import content from external sources, such as XML and video files, and you want to create items that respond to user interactions. These things require an understanding of ActionScript and other advanced features of Flash.

This course covers the Interactive Media Using Adobe Flash Professional CC objectives to help students prepare for the Adobe Certified Associate (ACA) exam. This course is also designed to cover the Adobe Certified Expert (ACE) exam objectives.

Target Student: The target student for this course is a designer or developer who uses Flash. The student may be a graphic designer, website developer, multimedia designer, or game designer. This course, combined with Adobe® Flash® CC (2015): Part 1, covers ACA and ACE exam objectives for Adobe Flash CC, and is intended to help prepare students to take the Adobe Certified Associate and Adobe Certified Expert exams.

Prerequisites: To ensure your success in this course:

- Successful completion of the Adobe® Flash® CC (2015): Part 1 Logical Operations course is recommended.
- Prior experience with ActionScript and/or familiarity with JavaScript is helpful.

Hardware Requirements

For this course, you will need one computer for each student and one for the instructor. Each computer will need the following minimum hardware configurations:

- Intel® Pentium® 4, Intel Centrino®, Intel Xeon®, or Intel Core™ Duo (or compatible) processor
- 4 gigabyte (GB) RAM
- 4 GB of available hard-disk space for installation; additional free space required during installation (cannot install on removable flash storage devices)
- 1,024 x 900 resolution monitor (1,280 x 1,024 recommended)
- Internet connection and registration necessary for required software activation, membership validation, and access to online services
- Keyboard and mouse (or other pointing device)
- Projection system to display the instructor's computer screen

Software Requirements

- Microsoft® Windows® 7, 8, or 8.1 (64-bit)
- Adobe Flash Professional CC (2015)

- Microsoft® Internet Explorer® 11
- QuickTime® 7.7.x recommended
- If necessary, software for viewing the course slides (instructor machine only)

This course was created and key checked using Windows 8.

Course Content

Lesson 1: Getting Started with an ActionScript Programming Project

Topic A: Plan a Programming Project
Topic B: Apply ActionScript Elements
Topic C: Perform Testing and Debugging

Lesson 2: Extending the Behavior of Flash Objects

Topic A: Extend MovieClip Behavior
Topic B: Respond to Events

Lesson 3: Accessing Structured Data

Topic A: Parse XML
Topic B: Apply Arrays

Lesson 4: Adding Components for Display and User Input

Topic A: Add Components and Set Properties
Topic B: Populate Components with Content
Topic C: Respond to Item Selection in a Component
Topic D: Change the Appearance of Components

Lesson 5: Loading Media Content from External Sources

Topic A: Load Image Content
Topic B: Load Video Content
Topic C: Embed Audio Content

Lesson 6: Making Rich Media Content Accessible

Topic A: Improve Navigation for Accessibility
Topic B: Make Content Readable by a Screen Reader

Lesson 7: Publishing a Movie

Topic A: Prepare to Publish from Flash
Topic B: Edit the HTML Host Page
Topic C: Publish to Various Formats

Appendix A: Interactive Media Using Adobe Flash Professional CC Certification Exam Objectives

Appendix B: Adobe Certified Expert Flash CC Exam Mapping