

# intro to ActionScript 3.0

School of Visual Concepts  
Wednesdays, 11/4 - 12/2  
6:30 - 9:30pm

Scott Thiessen, instructor  
[scott@sccottt.com](mailto:scott@sccottt.com)  
[sccottt.com/intro-to-actionscript](http://sccottt.com/intro-to-actionscript)

## syllabus

### Course Description

Intro to ActionScript 3.0 is a five week course designed for people who have some experience using Flash and who want to use ActionScript to create more interactive, more dynamic, and more interesting Flash work. Students will gain a strong foundation in the latest version of ActionScript and many more general object-oriented programming principles that they will be able to take and run with. This course assumes no prior programming experience.

### Course Objectives

- Become comfortable writing your own ActionScript code
- Gain firm understanding of core ActionScript concepts and syntax
- Understand basic object-oriented principles (objects, methods, properties)
- Learn to effectively use the ActionScript documentation
- Become equipped to eagerly dive deeper into ActionScript on your own

### Recommended Reading / Materials

*ActionScript 3.0 Visual Quick Start Guide* \*, by Derrick Ypenburg

*Essential ActionScript 3.0*, by Colin Moock

*Learning ActionScript 3.0*, by Rich Shupe and Zevan Rosser

Notepad & pen for notes

USB flash drive to take work with you

\* Included with the course. In the course schedule, 'In the Book' refers to chapters in this book

### Course Schedule

#### Week 1

Nov 4

AS3 vs AS2; Functions, methods, and parameters; Comments; Communicating with symbol instances; Instance properties and methods; Dynamic and input text; Custom functions; Variables; Data types  
**In the Book:** Chapters 1, 2, 3, 10

#### Week 2

Nov 11

Events; Button event handling; Object-oriented programming concepts; Class based ActionScript  
**Project:** Building a simple mini-site  
**In the Book:** Chapters 4, 7

#### Week 3

Nov 18

Conditional statements; Arrays; Objects; Looping; Math  
**Project:** Creating a quiz game  
**In the Book:** Chapters 11, 12, 13, 14

#### Week 4

Nov 25

Advanced OOP concepts; Working with Display objects; Other classes and libraries  
**Project:** Enhancing mini-site / quiz  
**In the Book:** Chapter 5, 18

#### Week 5

Dec 2

Loading symbols from the Library; Loading external images and swfs; Creating a preloader using Events  
**Project:** Creating a dynamic slideshow  
**In the Book:** Chapters 15, 16