CS 74.31B Course Outline as of Fall 2015

CATALOG INFORMATION

Dept and Nbr: CS 74.31B Title: INTERMEDIATE FLASH Full Title: Intermediate Concepts and Action Scripting with Flash Last Reviewed: 2/1/2010

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	4	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 157.50

Title 5 Category:	AA Degree Applicable
Grading:	Grade or P/NP
Repeatability:	00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:	
Formerly:	CIS 75.31B

Catalog Description:

This class will focus on intermediate and advanced topics in Flash including an ActionScript, a thorough programming overview, properties, methods, events, display list, document and custom classes, bitmap and vector drawing, working with sound, video, and XML [Extensible Markup Language]. Students will create a project that incorporates many of these elements.

Prerequisites/Corequisites: Course Completion of CS 74.31A (or CIS 75.31A or CIS 84.56A)

Recommended Preparation: Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:

Description: This class will focus on intermediate and advanced topics in Flash including an ActionScript, a thorough programming overview, properties, methods, events, display list, document and custom classes, bitmap and vector drawing, working with sound, video, and XML [Extensible Markup Language]. Students will create a project that incorporates many of these elements. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of CS 74.31A (or CIS 75.31A or CIS 84.56A) Recommended: Eligibility for ENGL 100 or ESL 100 Limits on Enrollment: Transfer Credit: Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree: CSU GE:	Area Transfer Area	Effective: Effective:	Inactive: Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer	: Effective:	Inactive:	
UC Transfer:	Effective:	Inactive:	

CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:

Upon completion of this course, students will be able to:

- 1. Review and assess Flash terminology and concepts.
- 2. Summarize and apply basic and intermediate level ActionScript programming concepts.
- 3. Construct ActionScripts with various levels of complexity.

4. Implement ActionScripts enabling them to control sound, video, and other objects (MP3 player).

- 5. Examine and use various text types and methods to control text.
- 6. Design and create a series of preload sequences.
- 7. Inspect, analyze, and implement a variety of special effects.
- 8. Inspect, compare, and employ a variety of interactive techniques.
- 9. Design and create a project incorporating the elements learned throughout class.

Topics and Scope:

- 1. Inventory basic Flash terminology and concepts
 - a. Animation overview
 - b. Understanding symbols and instances
 - c. Editing symbols and instances
 - d. Creating a shared external library
 - e. Creating buttons
 - f. Using the Movie Explorer
 - g. Using the stop and goto actions
 - h. Using the Loader class
- 2. Examine ActionScript concepts
 - a. OOP (object oriented programming) Language
 - b. ActionScripting categories

- c. The Display List
- d. Document class
- e. Dot syntax and other punctuation
- f. Movie clips
 - 1. Instantiating
 - 2. Methods
- g. Objects and Classes
- h. Properties
- i. Methods
- j. Variables and data types
 - 1. Objects
 - 2. Numbers
 - 3. Strings
 - 4. Boolean data
- k. Conditional Statements
- 1. Arrays
- m. Constructors
- n. Concatenating strings
- 3. Construct complex ActionScripts
 - a. Working with the Loader class
 - b. Load video and sound
 - c. Using the addChild method
 - d. Testing information with conditional statements
 - 1. if...then
 - 2. else
 - e. Working with form fields and variables
 - f. Using ActionScript to set variables and input different data types
 - g. Using string operators to format a variable display
 - h. Evaluating and dynamically setting object properties
 - i. OnScreen text fields
 - j. Using loop statements
- 4. Controlling sound
 - a. Creating sound objects
 - b. Modifying sounds
 - c. Transforming sounds
- 5. Controlling text
 - a. Input text
 - b. Dynamic text
 - c. Concatenating text
 - d. Manipulating and analyzing strings of text
- 6. Creating pre-load sequences
 - a. Examine Flash's streaming capabilities
 - b. Create a Flash pre-loader
- 7. Creating animated effects
 - a. Creating text effects
 - b. Stimulating transitions using masks
 - c. Spotlight and magnification effects
- 8. Interactive techniques
 - a. Interface design issues
 - b. Custom buttons
 - c. Text field elements
 - d. Drag and drop behaviors

- e. Menus
- f. Sliding button controls

9. Creating Flash-based websites

- a. Optimization
- b. Publishing
- c. Extensions to detect plug-ins
- d. Size considerations
- e. Accessibility issues

Assignment:

- 1. Complete worksheet demonstrating understanding of basic flash elements reviewed
- 2. Create a basic pre-loader and test it using the bandwidth profiler
- 3. Apply targeting through dot syntax
- 4. Apply a variety of loader class techniques to load objects in Flash movie
- 5. Create a sound object and control the object properies
- 6. Control text by utilizing dynamic and input text options
- 7. Create an advanced pre-loader and test it using the bandwidth profiler
- 8. Use and modify variables to control information flow
- 9. Create a dynamic navigation bar
- 10. Create an MP3 player
- 11. Create a dynamic video player
- 12. Read 20 to 30 pages per week
- 13.2 to 4 quizzes
- 14. Final Exam or Project

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Homework problems

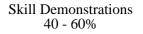
Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances, final project, production of animation

Exams: All forms of formal testing, other than skill performance exams.

Writing 0 - 0%	

Problem solving	
20 - 40%	



Multiple choice, true/false and final exar
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Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance and participation

Representative Textbooks and Materials: Learning ActionScript 3.0, Rich Shupe, O'Reilly Publishing, 2008.

Exa	ms
20 - 4	40%

Other Category 0 - 10%