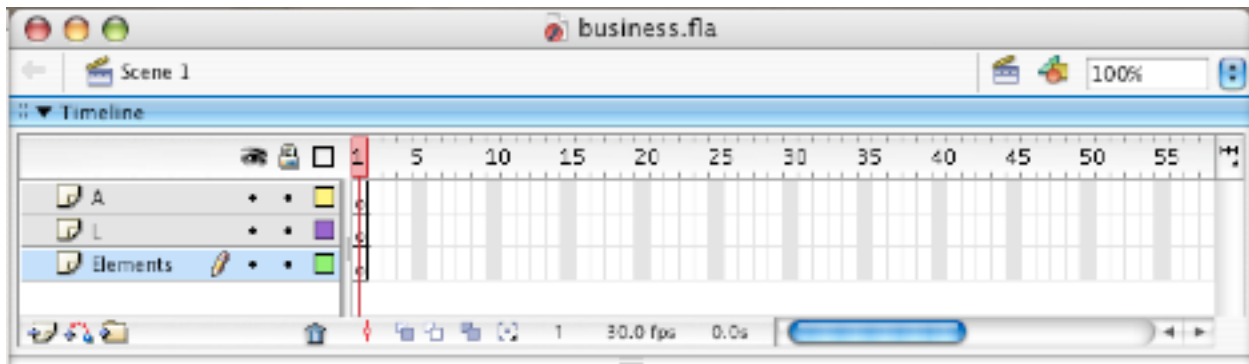
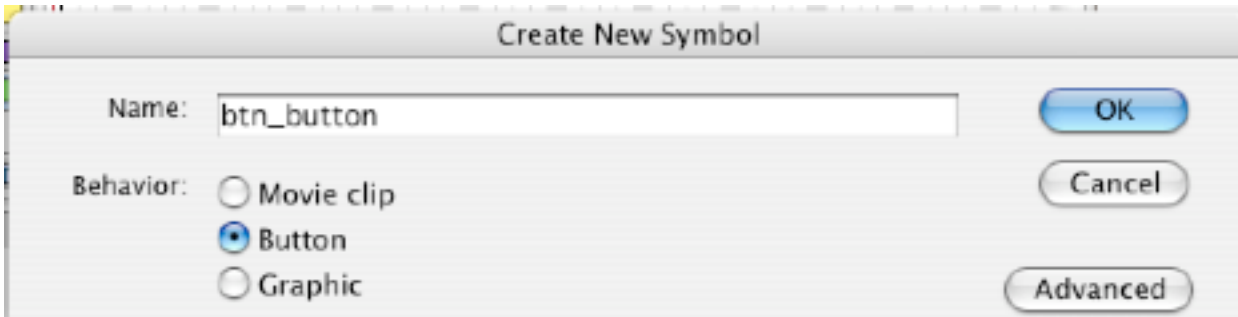


Lesson Plan 1: Flash Review

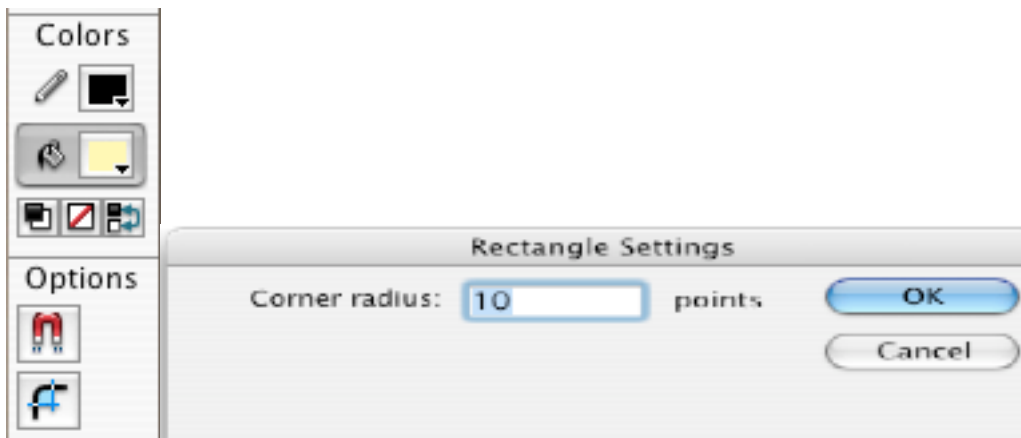
- Open Flash
- File/"Save As" -- business fla
- Add 2 layers
- Rename top layer A for Action
- 2nd layer is L for Label
- 3rd layer is Elements
- Change Frame Rate to 30 frames per second (info right below timeline)



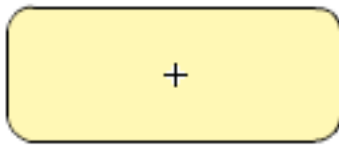
- Insert New Symbol--btn_button, behavior is button



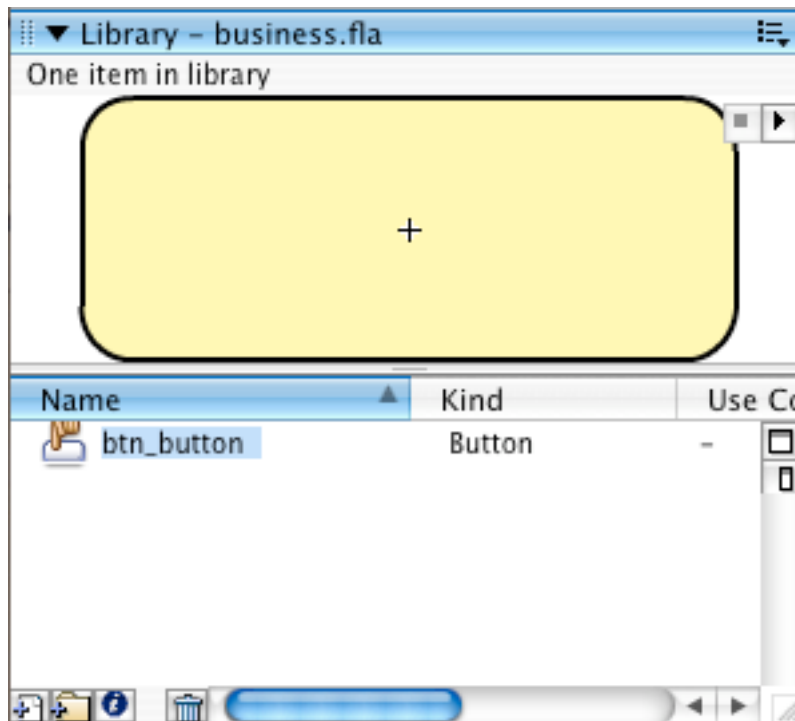
- Select rectangle tool and choose colors for stroke and fill, change options for corners to rounded in bottom of tool bar (value of 10 for radius).



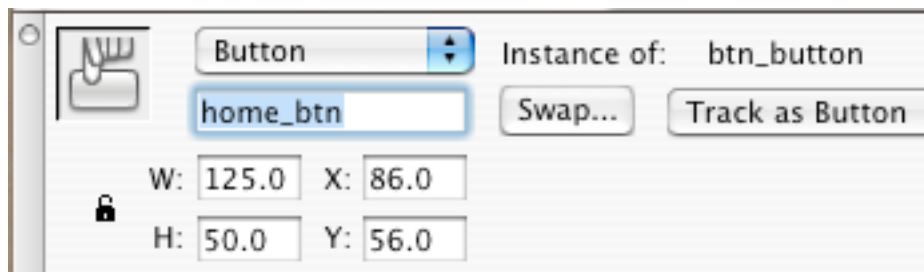
- Draw rectangle at middle, width 125 and height 50
- Use black arrow tool--double-click; in property inspector, do x and y to 0,0



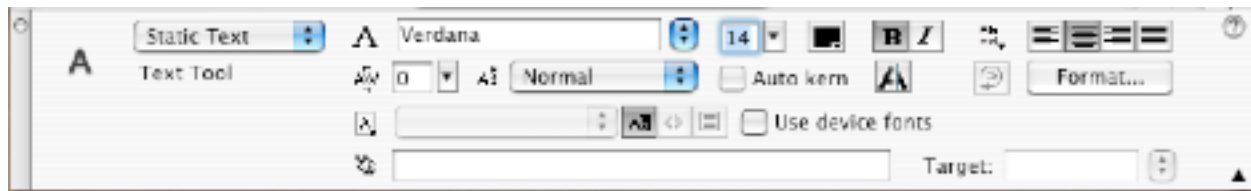
- In "Over" frame, insert keyframe (F6), and same for "Down", and "Hit"
- Make changes on "Over"--select fill to other color-- and again on "Down"
- Click on "Scene 1" to return to main scene
- Open the Library (ctrl L) if it isn't already open



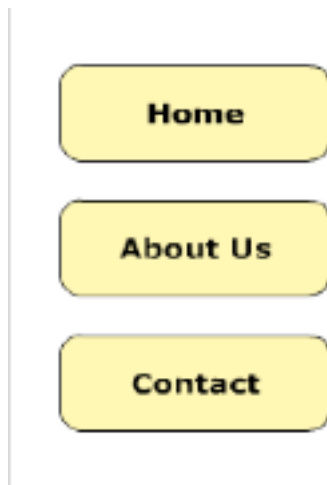
- Select 1st keyframe in the Elements layer; drag 3 copies of btn_button onto stage
- Select all buttons (ctrl A), use align tool (ctrl K) to align centers of buttons, distribute
- Deselect buttons, and Name the buttons: home_btn, about_btn, contact_btn



- Add text to the buttons--static text, choose size/font, align as necessary



- Name them: Home, About Us, Contact Us

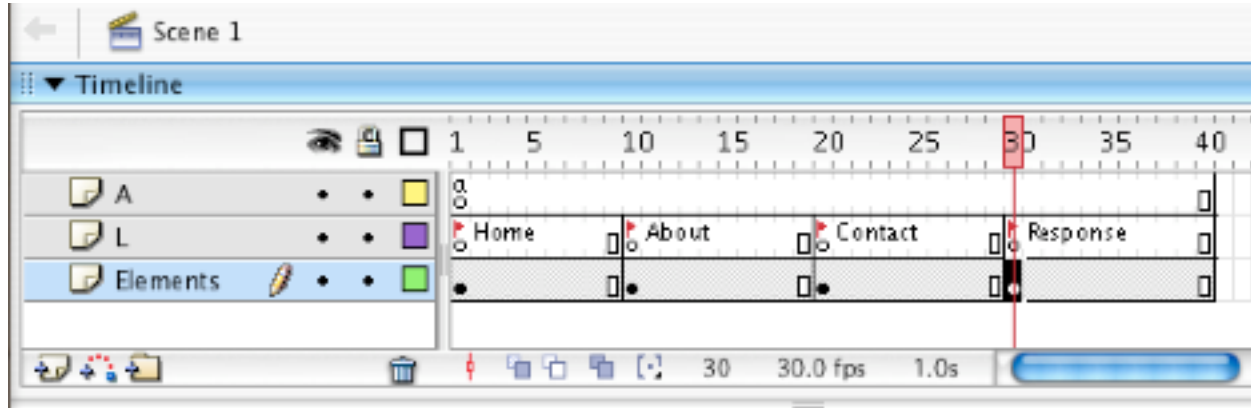


- Select first frame of A layer. F9 to open Actionscript window: Type:

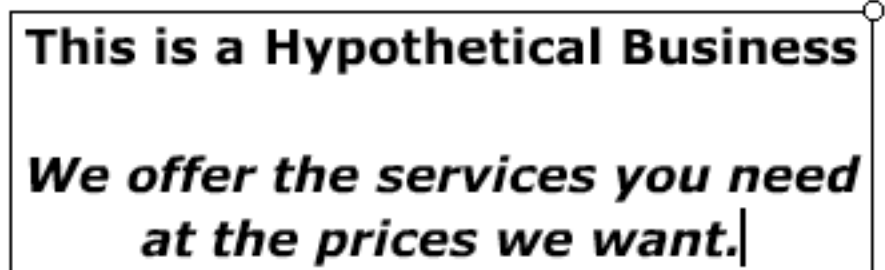
```
▼ Actions - Frame
+ 🔍 🔑 ⏏ ✓ 📄 🗨
1 home_btn.onRelease = function()
2 {
3     trace("The HOME button was clicked.");
4 }
5 about_btn.onRelease = function()
6 {
7     trace("The ABOUT US button was clicked.");
8 }
9 contact_btn.onRelease = function()
10 {
11     trace("The CONTACT button was clicked.");
12 }
13 |
```

- In L layer, insert keyframes (f6) at 10, 20 and 30.
- Insert Blank frame (f5) at 40

- Insert Blank frame (f5) at 40 in Elements and Action layer
- Labels layer at keyframe 1 in property inspector--change frame label to Home. In 10 change it to About and in 20 change it to Contact and in 30 change it to Response.
- In Frames 10, 20, and 30 of Element layer we will insert a keyframe (f6). It should now look like this:

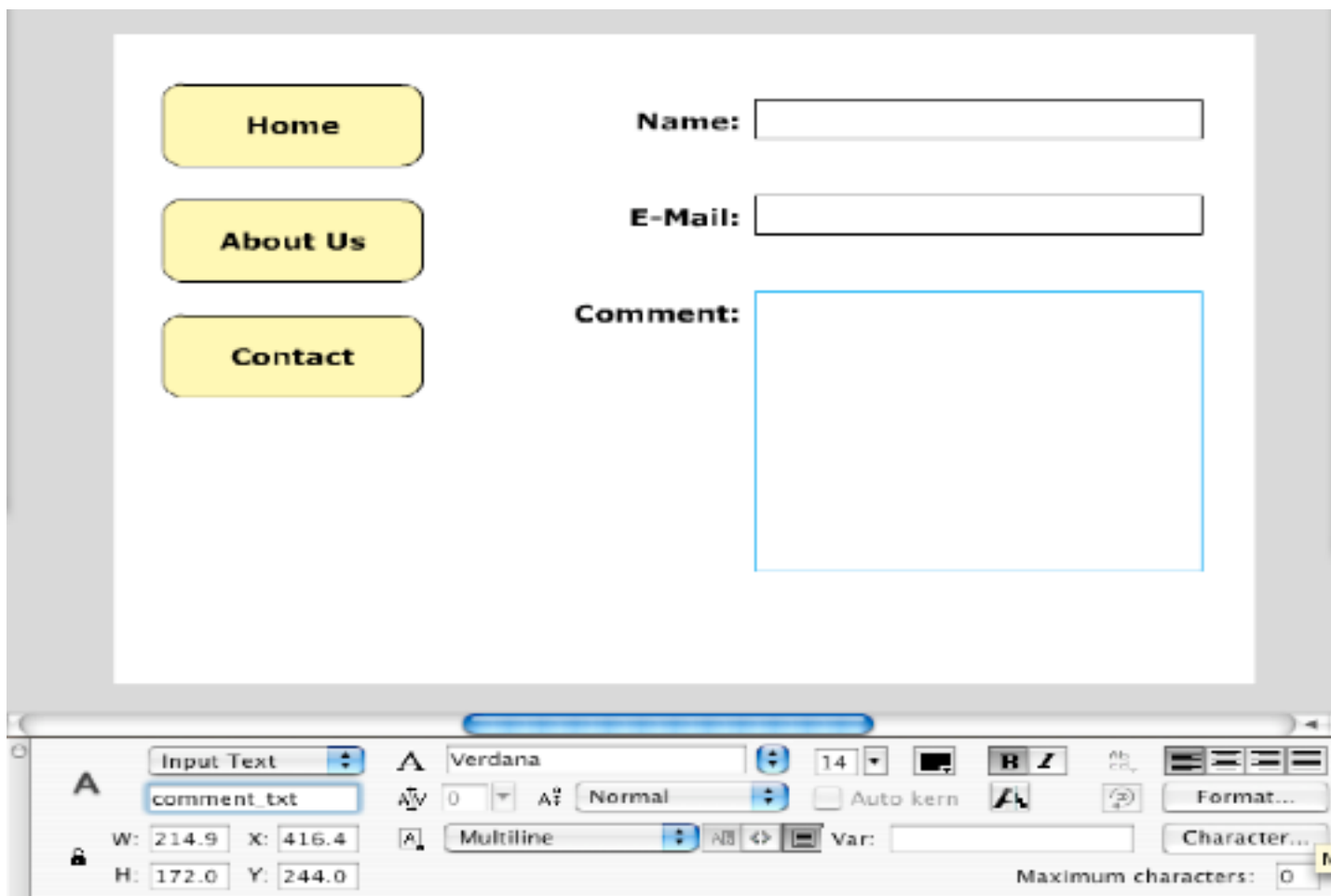


- Back at Keyframe 10 in Elements--Use static text and enter some text about your business:

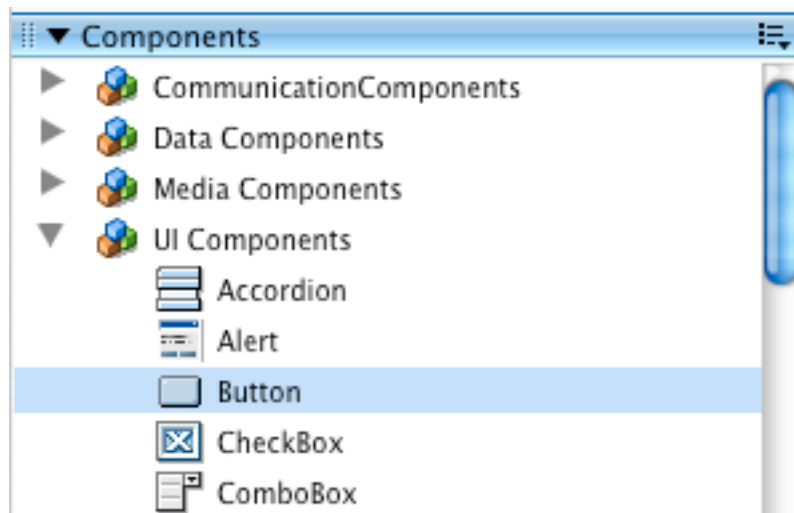


- Go to Keyframe 20 in Elements--We will create a form to collect: Name, Email, Comment.
- In Keyframe 20 of Elements layer, use text tool: static text -- Name, Email, and Comment (align)
- Input Text to create box next to name (align), make sure outline turned on
- Option or Alt to do second copy for email and then third for comment
- Change third box to multiline and drag to a larger size
- Select and name first box--name_txt

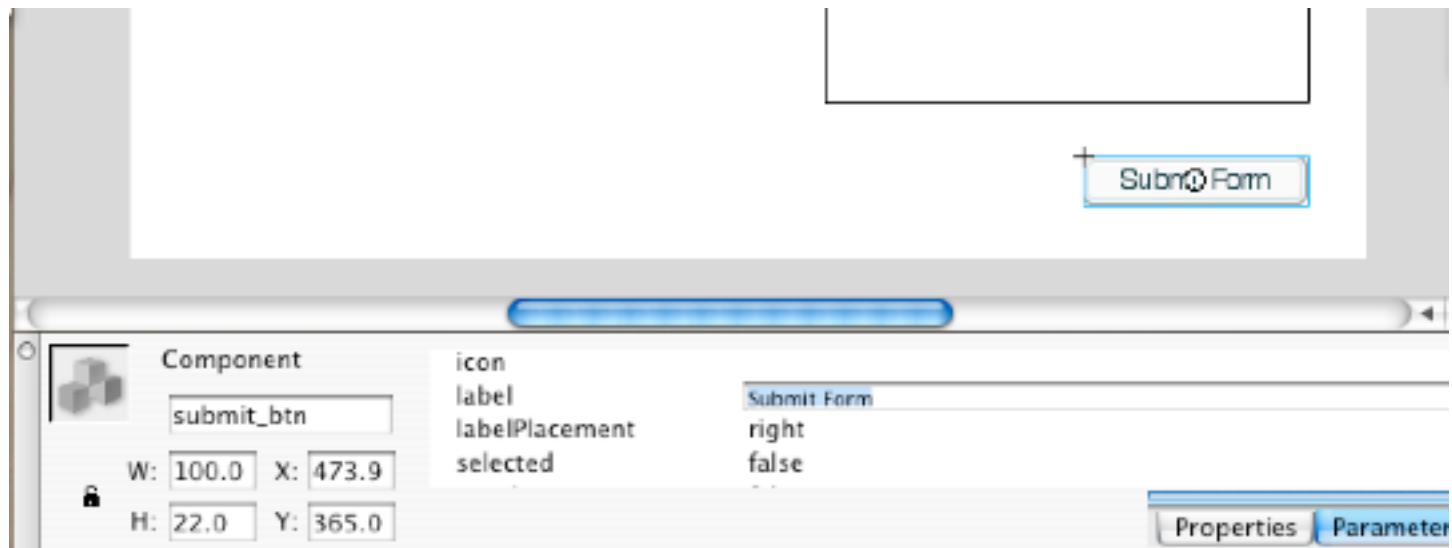
- 2nd box--email_txt
- 3rd box--comment_txt



- From the Components panel (ctrl-F7), UI components, drag out the Button



- Give button a label--"Submit form"
- Give Button Component a name--submit_btn



- Save and Test!
- It cycles and repeats!
- Go to first keyframe of Action layer. (F9). Add stop action at end of code you have:

```

9 contact_btn.onRelease = function()
10 {
11     trace("The CONTACT button was clicked.");
12 }
13 stop();

```

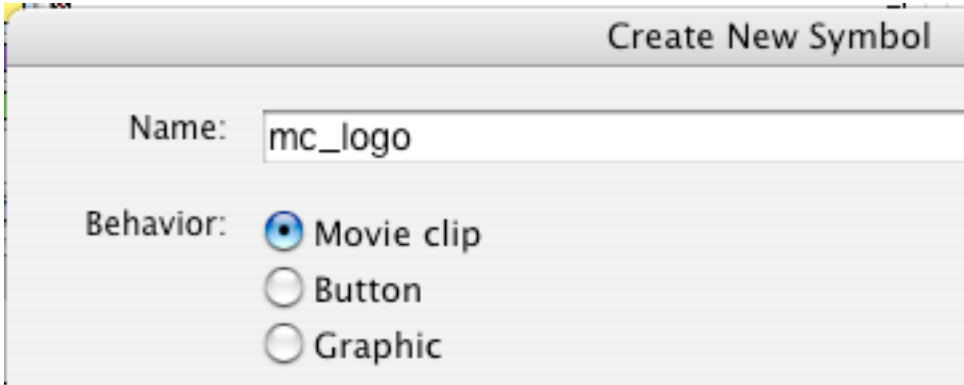
- Save and Test!
- Make buttons function: add to the function we already had--

```

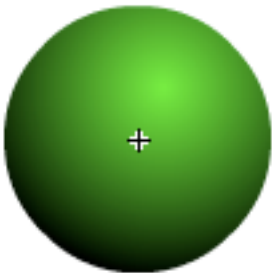
1 home_btn.onRelease = function()
2 {
3     // trace("The HOME button was clicked.");
4     gotoAndStop("Home");
5 };
6 about_btn.onRelease = function()
7 {
8     // trace("The ABOUT US button was clicked.");
9     gotoAndStop("About");
10 };
11 contact_btn.onRelease = function()
12 {
13     // trace("The CONTACT button was clicked.");
14     gotoAndStop("Contact");
15 };
16 stop();

```

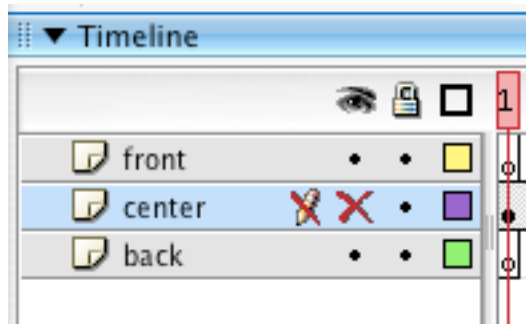
- If the trace function bothers you, you can comment it out now that it works. (although it won't show when it is published anyways)
- Save and Test! It works!
- First page--needs something so let's make a logo. Insert Create a New Symbol: mc_logo (movie clip behavior)



- Add 2 layers. Front, Center, Back
- Center layer--oval tool. Stroke is none, Color is spherical gradient in green. Hold shift key and draw circle in middle. W 100 pixels, H 100 pixels, centered at 0,0
- Use paintbucket tool, reassign center of gradient

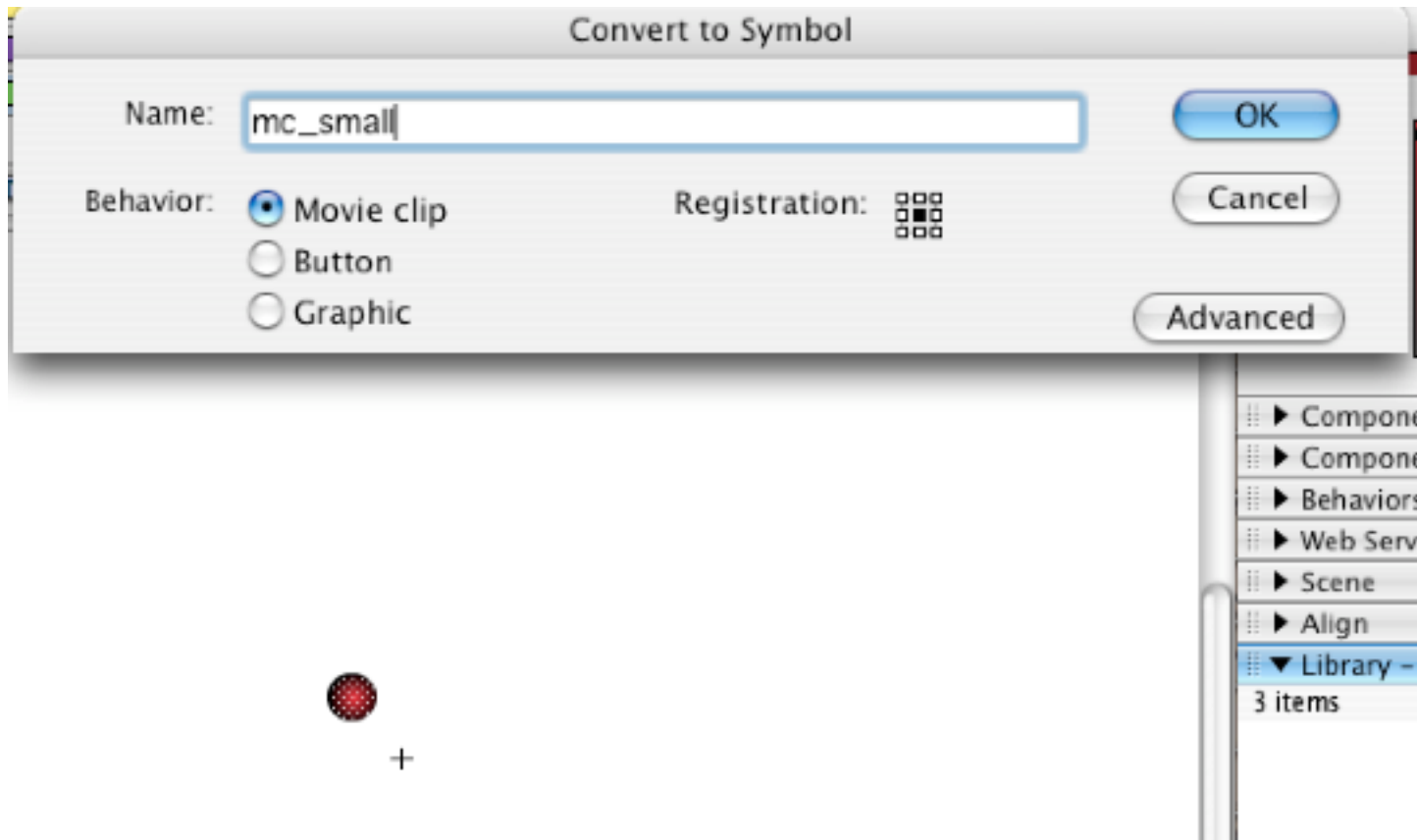


- In Center layer, insert blank frame, at 30 (F5)
- turn off visibility of center layer

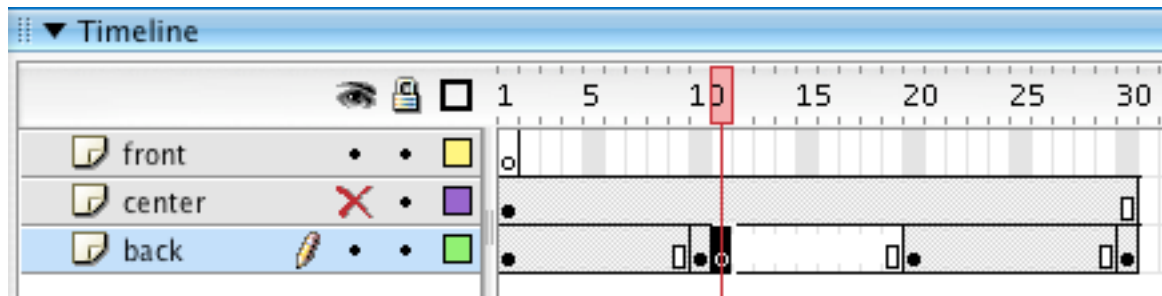


- In Back layer, a smaller circle with no stroke and red gradient. Hold the shift placing it.(20x20, its x position is -20, y position is -25).

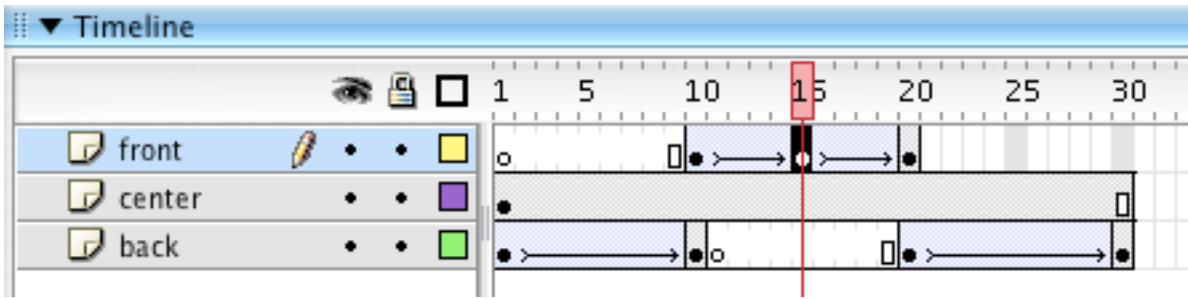
- Select the circle and do Modify, Convert to Symbol



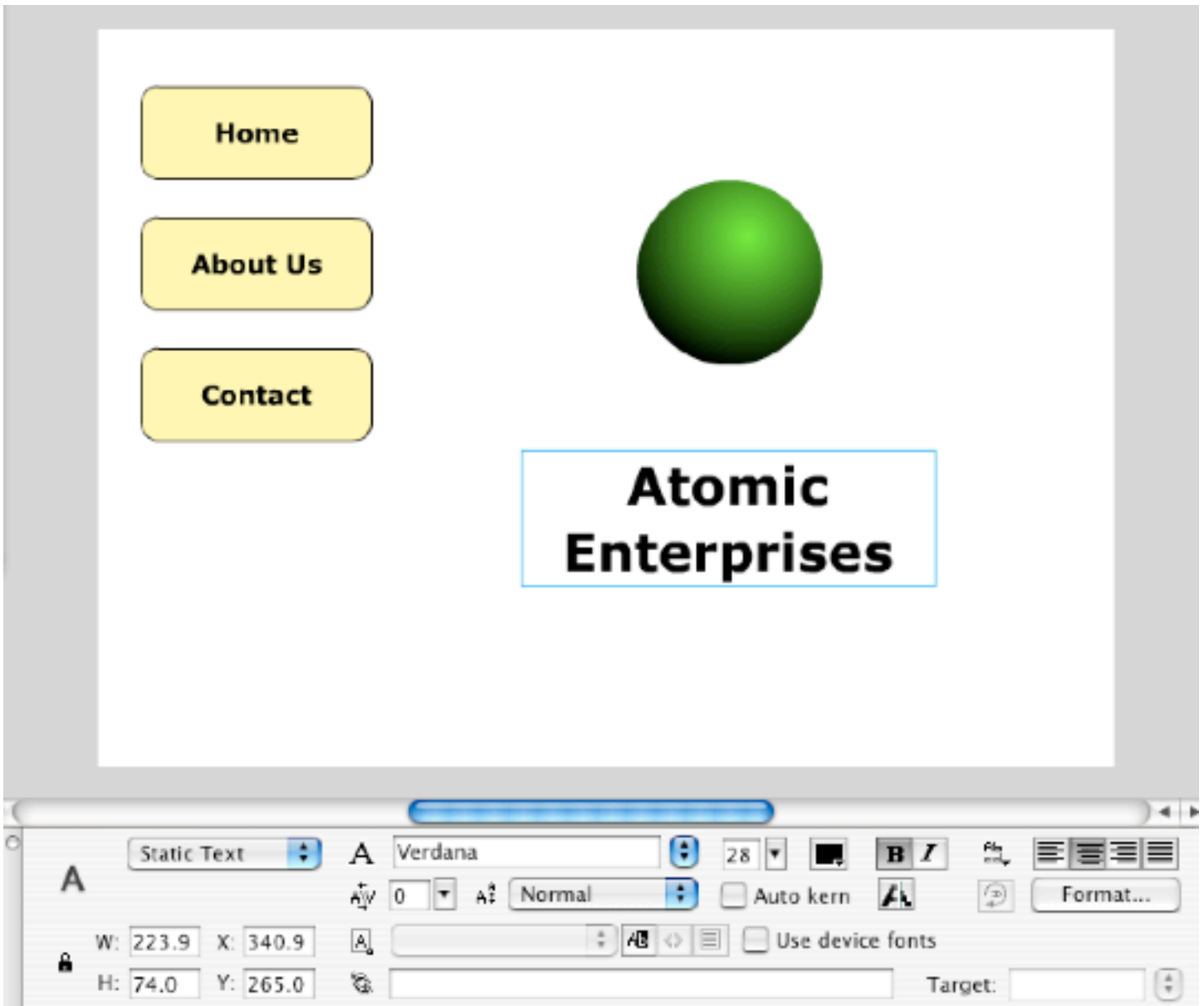
- In Back Layer, insert keyframe (F6) at 10, 20, and 30 and a Blank Keyframe (F7) at 11



- At 10, select circle and change x position to -75, y to 70
- At 20, select circle and change x position to 85, y to -60
- select frame 10; In menu go to Edit / Timeline / Copy Frames (or use ctrl alt C)
- select frame 10 of Front layer, and Edit / Timeline / Paste Frames (or use ctrl alt V)
- do same for 20, copy from Back and paste to Front
- in frames between 10 and 20 for Front frame, motion tween
- in frames between 1-10, 10-20 for Back frame, motion tween
- at frame 15 of Front layer, insert keyframe and change x position to 18, y position to 18
- Center layer to visible again

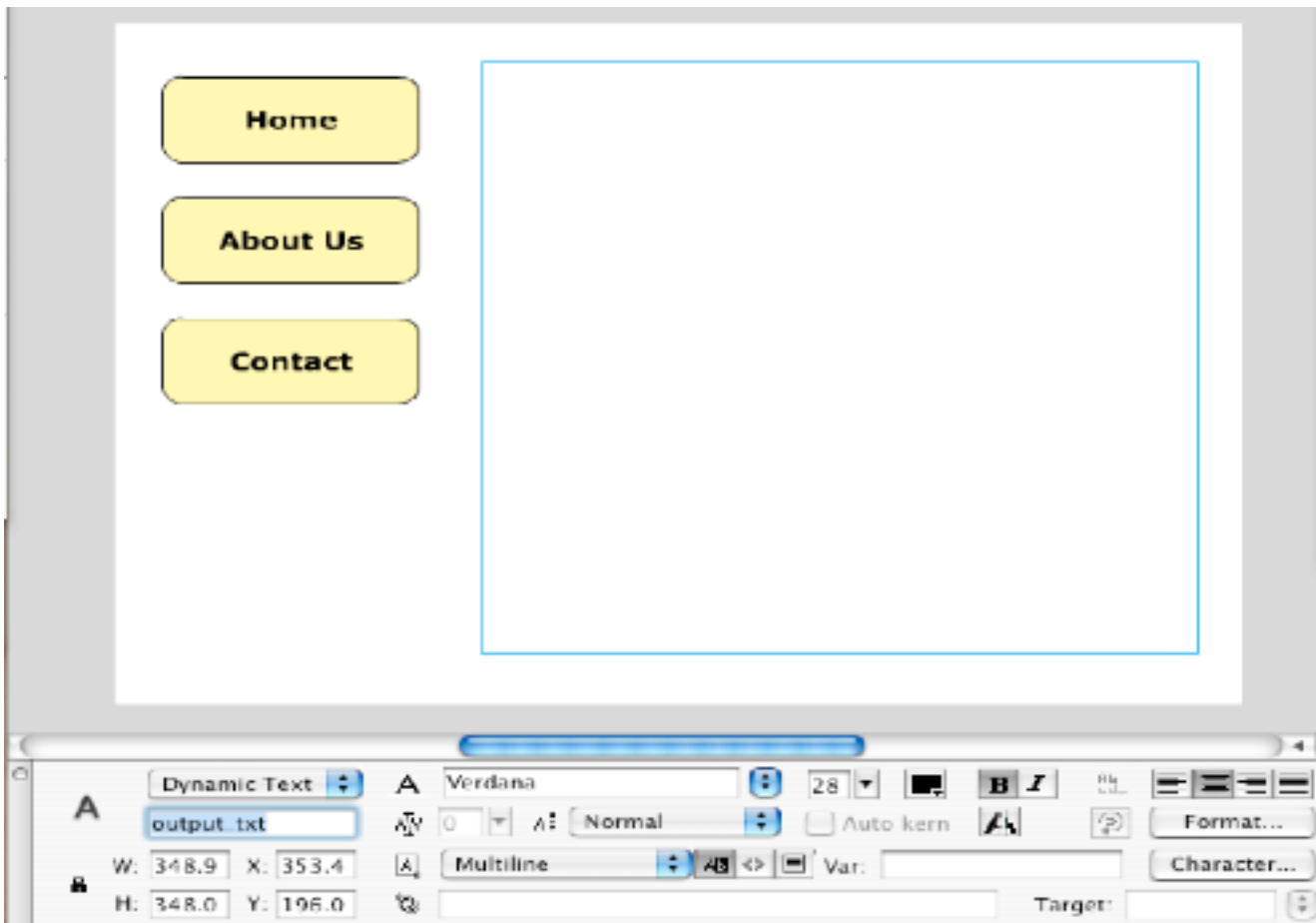


- Return to Scene 1
- In Frame one of Elements, drag copy of mc_logo to stage
- Below it, add static text: name of business:



- Save and Test!
- Add results of form
- In Frame 30 of Elements Layer, Use text tool --Dynamic Text.
- Draw out a box. output_txt

- Multiline, no border, centered



- In keyframe 20 of A layer insert Keyframe (F6), open Action panel (F9)

```

1 // event handler for button component
2 myListener = new Object();
3 myListener.click = function()
4 {
5     trace(name_txt.text + ", the SUBMIT button was clicked.");
6     out = "Thank you " + name_txt.text;
7     out += ". Your message has been received.";
8     gotoAndStop("Response");
9 }
10 submit_btn.addEventListener("click", myListener);
11

```

- add Keyframe in 30 of Actions Layer, open actions panel and:

```

1 // display out variable in output_txt
2 output_txt.variable = "out";

```

- SAVE AND TEST!