CISC 110 Assignment 5

Each week from weeks 2 to 6, you will have a Flash assignment that's due. Show your completed work to your TA at the beginning of your lab. During the lab, your TA may ask you to explain to them how and where your assignment work uses each of the required features.

Note that each assignment will be marked out of 5 and is worth 2% of the final mark.

First, go over the following from the <u>Adobe Flash Professional CS5</u> text: • Lesson 6: *Creating Interactive Navigation*

You may work on this lesson to whatever extent you find useful before starting on the assignment (fully complete every step, just read it, whatever works for you).

Then create your own Flash web page of photography that uses some of the same features as Lesson 6 in the Flash text. Use different photos, sounds, and a different number of buttons, but still make some buttons display photos. Make your buttons act differently than what's done in the text when the mouse rolls over them and when they are clicked.

To make the buttons that display images work, use ActionScript similar to that shown in Lesson 6. Use the same number of handler functions as the number of buttons and be sure the *instance names* of the buttons match the names in the ActionScript.

Here is a list of the features you're required to use:

- Create button symbols with small thumbnail bitmap images
- Add sound effects to buttons
- Create duplicates of a button and then modify the duplicates
- Name the button instances
- Write ActionScript to assign actions to the buttons
- Create and use frame labels instead of jumping to frames by number
- Create an animated button

Hint: You may be starting with photos of different sizes. To get them to fit on your web page, you could do any of the following:

- Resize them with any photo-manipulation program
 - (e.g., paint.net, which is in the lab and is also a free download)
- Add a top "frame" layer that places a frame on top of a large photo to show part of it
- Use a mask to only show part of a large photo: Flash text, p. 341