



## Course syllabus

Faculty Board of Science and Engineering

School of Computer Science, Physics and Mathematics

1DV412 Webbutveckling med ActionScript, 7,5 högskolepoäng

1DV412 Web Development with ActionScript, 7.5 credits

### **Main field of study**

Computer Science

### **Subject Group**

Informatics/Computer and Systems Sciences

### **Level of classification**

First Level

### **Progression**

G1F

### **Date of Ratification**

Approved 2009-06-23

Revised 2010-08-20 by School of Computer Science, Physics and Mathematics.  
Revision made for English translation of the syllabus prerequisites and course evaluation.

The course syllabus is valid from spring semester 2011

### **Prerequisites**

Starting Out with C# (1DV402), 7.5 credits or equivalent.

## Objectives

The course aims to provide knowledge of the scripting language ActionScript. After the course the student will be able to:

- describe and understand the syntax of ActionScript
- working with object-oriented programming in ActionScript
- work with class libraries in ActionScript
- handling dynamic data using ActionScript
- manage audio and video through ActionScript.

## Content

The course covers how to develop Web applications using scripting language the ActionScript and how to control an application's content and behavior. The course includes two modules.

### ***Module 1 Practical Assignment 4.5 credits***

- Object-Oriented ActionScript
- Handling external resources with ActionScript
- Audio and video using ActionScript
- Handling dynamic data via ActionScript.

### ***Module 2 Project 3 credits***

A practical assignment in which students apply knowledge acquired from Module 1 and self-acquired knowledge. The student will carry out an independent project to demonstrate his/her knowledge of the subject.

### **Type of Instruction**

The course is using the Internet as a medium and can be read on campus or as a distance course.

This course has lectures, practical instruction and an individual work. The distance course consists of online materials, email, chat programs and course forums.

### **Examination**

The course is assessed with the grades U, 3, 4 or 5.

On request, students may have their credits translated to ECTS-marks. Such a request must be sent to the examiner before the grading process starts.

Examination is based by the results of the assignments and the project.

Module 1 consists of a number of practical assignments. A passing grade requires that all the requirements stated for the assignment are completed. To receive higher grade the student must also complete the extra requirements stated for the assignment. Missing scheduled deadline will affect the grade.

Module 2 consists of a project in which the examination consists of a presentation. Missing scheduled deadline will affect the grade.

Course final grades are based on the results of the assignments and the project.

Re-examinations are offered within six weeks under the regular semester periods. The numbers of examinations are limited to five times.

### **Course Evaluation**

A course evaluation will be carried out at the end of the course in accordance with the guidelines of the University. The result of the course evaluation will be filed at the department.

### **Required Reading and Additional Study Material**

#### **Additional Study Material**

Web-based materials are provided on the course website.

#### **Recommended Literature**

Braunstein, Roger (2008) *Actionscript 3.0*. Bible. ISBN 978-0-470-13560-0.

Moock, Colin (2007) *Essential ActionScript 3.0*. ISBN 0-596-52694-6

*The Required Reading and Additional Study Material are subject to changes.*

