

Lesson 1: Symbols and Instances

- Topic 1A: What is a Symbol?
- Topic 1B: Graphic Symbols
- Topic 1C: Movie Clip Symbols
- Topic 1D: Button Symbols
- Topic 1E: Managing Symbols and Instances

Lesson 2: Organizing Large Projects

- Topic 2A: Scenes
- Topic 2B: Frame Labels

Lesson 3: Interactivity in Flash

- Topic 3A: Basic Playback Control
- Topic 3B: Creating Advanced Navigation Controls

Lesson 4: Working with Sound

- Topic 4A: Importing Sounds
- Topic 4B: Event vs. Streaming Sounds

Lesson 5: Testing and Publishing a Flash Movie

- Topic 5A: Evaluating Download Performance
- Topic 5B: Optimization Factors
- Topic 5C: Exporting and Publishing Movies