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USING ADOBE FLASH SOFTWARE AND ITS CAPABILITIES IN THE EDUCATIONAL PROCESS

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ABSTRACT:

The development of computer technology today makes it possible to create compact and elegant, user-friendly mobile programs. These created programs work with Internet Explorer (IE) in addition to Netscape Navigator (NN). One such program is the Flash package program created by the Micromedia company, which provides the opportunity to use the full potential of technical WEB-design tools.

KEY WORDS: Flash, vector format, arrays, repetition, formulas, Flash IE, Windows.

The capabilities of the Adobe Flash program are very wide, in which actions and sounds occupy only 100 kb of file size. Flash has the following capabilities:

- The size of the file being created is small and the Flash program can be downloaded quickly from the network. Because Flash uses a vector format, it compresses files and therefore reduces file size;
- Compatibility between browsers, that is, Flash works together with IE, NNs;
- The power of control language. A special programming language is used in Micromedia Flash, in which the developer can use the features convenient for his page, that is, arrays, repetition, formulas and conditions can be fully used;



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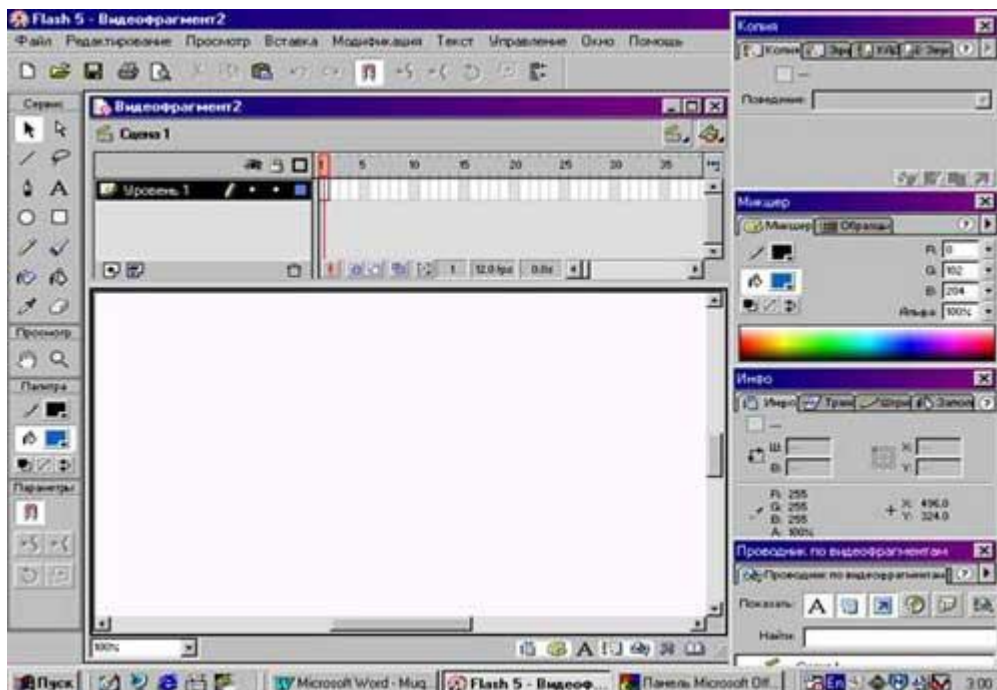
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- Its beauty. In Flash, even a simple sphere or arbitrary shape can be depicted with very beautiful colors.
- Convenience. Flash can be used by any student who knows basic drawing;
- The number of performers. If the user needs graphics, sound and small files, then Flash has no equal. Flash software works for Windows 95/98/NT/2000.
- Flash interface is very convenient and easy. Several versions of Flash have been created by Micromedia. We're going to talk about slash in Flash and some of its features using Flash 5 as an example. Micromedia company continues to improve Flash and create new features.

Micromedia Flash 5 window.



For a user who has installed a program in the Windows operating system, installing the Flash program is not difficult. After the Flash program is launched, the following window will appear (picture 1). Figure 1. Overview of the FLASH 5 window. Figure 1 shows an overview of the Flash 5 window. The interface of



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Flash is very similar to the interface of Adobe software. When using Flash, the user can know from its convenience and simplicity that Micromedia has put a lot of effort into this program. The Flash 5 window looks like this:

- In the left part of the window there is a toolbar. (Fig. 2) Using the toolbar, you can select the desired tool, control the working environment and select the desired colors;
- On the right side of the window, there is the necessary panel, colors, object settings and a dialog box;
- In the middle part of the window there is a working environment where the performer can create his creativity;
- At the top of the panel there is a time scale (Time line). (Fig. 4). Drawing in Flash is very easy. To do this, you need to use the tools on the toolbar.

Summary

During the pedagogical practice in the 8th school of Baghdad district, we directly participated in the Informatics classes and got acquainted with the state of teaching computer graphics to students in educational activities. In particular, we were convinced that the innovative methods used in the teaching of various relevant departments of computer graphics in the course of training in this school, the skills of working with technologies and modern software tools can be developed based on the above recommendations and suggestions.



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