

Cisc 110: Lab 0

Activate your CASLab Account

If using CASLab machines for the first time, you have to activate your account from the CASLab website:

1. Go to <http://www.caslab.queensu.ca/account/>
Click on “Launch the CASLab Account Management Tool”.
2. Enter your Queen’s NetID (all lower-case).
This will bring you to another page that will ask you to set your Caslab password (which is truncated to 10 chars).

After completing these steps, you will need to wait for about 10 minutes until you have full access to the CASLab machines in the labs.

Set Up Your Personal Folder

1. Login to your Caslab account:
 - a. Press Ctrl + Alt + Delete.
 - b. A login Information dialog box should pop up. Your “user name” is identical to your NETID (e.g., 3ab2). Your initial password is the same as your original NETID password. If the “Domain” field is showing anything other than CASLAB, change it to CASLAB by clicking on the “down-arrow” button and selecting it from the drop down list that appears. The first time you log on to your CASLAB account, you might be required to change your password.
2. Set up a personal directory:
 - a. Click on My Computer to see several drives, including: A,Y and Z.
 - b. Go to the Z drive and create a cisc110 folder (File>New>Folder), where you can save all of the work you do for this course.
The Z drive is allocated for your personal use. Unlike the Y drive, you have permission to change and add to its content. So when you want to save your work, save it to the Z drive. Also create all of your folders in this directory.
3. Download the source code files from the text website
 - a. Go to the text website: go.jblearning.com/Cornez
 - b. Scroll down and select “Samples & Additional Resources”
 - c. Select “Source Code” to download the files
 - d. Create a new folder in your cisc110 folder, name it something like Text Source Code, and copy the source files into it

Learn How to Upload a Flash Project to the Web

1. Download an example Flash file from the course website.

Download the file Lab0Example from the course website under Lab 0: research.cs.queensu.ca/home/mccollam/cisc110/2012/info12.html Lab0Example is a .fla file, a Flash animation file. If you try to view a .fla file by selecting the link, you will see the binary file, which will look like garbage. Instead, to download it to your computer, use right-click in Windows or ctrl-click on a Mac. If when you download it, the file has other extensions besides .fla, change the filename to only have a .fla extension (only fla after the period).

2. Upload the Flash file onto the Web using FileZilla.

Follow the instructions in “Uploading with FileZilla” on the CISC 110 web page under Lab 0. After uploading Lab0Example, you can view it running on the Web. The instructions refer to assignments because you will be required to upload all of your assignments in the same way. Then your friends and family can look at your work (if you give them the url) - as well as the TAs and your professor.

Complete Tutorials 1, 2, and 3 in Chapter 1 of the ActionScript text, *An Introduction to Programming with ActionScript 3.0*

Complete these tutorials now or any time before your next lab. These are not marked, but will give you a good introduction to the basics of using the Flash software, which you will need for the rest of the course.

In completing Tutorial 3, it would be preferable to use the method for creating tweens that was shown in our first class, rather than the “classic tween” shown in the text. The steps for that tween exercise are given in the file “Exercise 1: First Animation” that’s posted on our webpage under Schedule in the ActionScript & Flash Examples column.