

ActionScript 3.0 Programming: Overview, Getting Started, and Examples of New Concepts

By Bill Sanders

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The release of ActionScript 3.0 represents the most significant change in ActionScript since Flash was introduced. With each new version of Flash, developers and designers saw incremental changes in ActionScript. ActionScript 1.0 slowly grew with each new version of Flash. Then ActionScript 2.0 introduced user classes stored in separate files and the first inkling of a true object-oriented programming language.

With ActionScript 3.0 is not only a programming language for developing object-oriented applications, but the first major implementation of ECMAScript Ed4, the current Internet language standard. This means that you're not just learning ActionScript 3.0, but you're also learning all the ECMAScript-based languages to come. Instead of being the language just for Flash 9 and Flex 2, ActionScript 3.0 is the language of the Internet.

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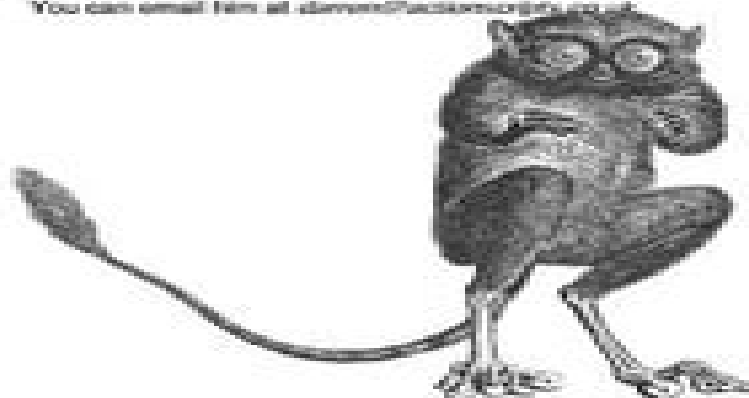
This Short-Cut is designed to get you up and running with ActionScript 3.0 working with Flash 9, currently available in pre-release version to registered Flash 9 users at:

<http://labs.adobe.com/technologies/flash9beta09/index.html>.

All cases of Example code can be downloaded at: <http://examples.oreilly.com/actionscript30/>.

The technical editor/reviewer was Darren Richardson. Some of his work and insights into the Flash world can be found on his blog at www.playful.com & www.experiment.org.uk.

You can email him at darren@hackmonkeys.co.uk.



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Rich Shupe,Zevan Rosser



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ActionScript 3.0 Programming: Overview, Getting Started, and Examples of New Concepts Bill Sanders, William Sanders, 2007-01-18 ActionScript 3 0 Programming Overview Getting Started and Examples of New Concepts is a 76 page document designed to introduce those familiar with general programming principles to ActionScript 3 0 ActionScript 3 0 compiles and runs much faster than preceding versions and the reasons have much to do with the structural changes Adobe has added You truly do need to use ActionScript differently than you have previously if you re already ActionScript programmer If you re new to ActionScript but are looking at it from a Java or C or C perspective you may be intrigued at how different ActionScript is now compared with what you d known it or heard it to be before This document employs reusable code examples to demonstrate the basic functionality of ActionScript 3 0 in the following topic areas Packages and Classes Display Programming Movie Clips and Buttons and Basic Structures A concluding section helps those unfamiliar with OOP Object Oriented Programming and Design Patterns get acquainted with these concepts as a knowledge of them will greatly benefit anyone getting into ActionScript 3 0 who wants to get the most out of it *ActionScript 3.0 Design Patterns* William Sanders, Chandima Cumaranatunge, 2007-07-16 Now that ActionScript is reengineered from top to bottom as a true object oriented programming OOP language reusable design patterns are an ideal way to solve common problems in Flash and Flex applications If you re an experienced Flash or Flex developer ready to tackle sophisticated programming techniques with ActionScript 3 0 this hands on introduction to design patterns is the book you need ActionScript 3 0 Design Patterns takes you step by step through the process first by explaining how design patterns provide a clear road map for structuring code that actually makes OOP languages easier to learn and use You then learn about various types of design patterns and construct small abstract examples before trying your hand at building full fledged working applications outlined in the book Topics in ActionScript 3 0 Design Patterns include Key features of ActionScript 3 0 and why it became an OOP language OOP characteristics such as classes abstraction inheritance and polymorphism The benefits of using design patterns Creational patterns including Factory and Singleton patterns Structural patterns including Decorator Adapter and Composite patterns Behavioral patterns including Command Observer Strategy and State patterns Multiple design patterns including Model View Controller and Symmetric Proxy designs During the course of the book you ll work with examples of increasing complexity such as an e business application with service options that users can select an interface for selecting a class of products and individual products in each class an action game application a video record and playback application and many more Whether you re coming to Flash and Flex from Java or C or have experience with ActionScript 2 0 ActionScript 3 0 Design Patterns will have you constructing truly elegant solutions for your Flash and Flex applications in no time *Flash CS4 All-in-One For Dummies* Doug Sahlin, William B. Sanders, 2009-04-01 Ready to take your Flash skills to the next level Learn how to use Adobe Flash CS4 to create innovative interactive experiences Flash CS4 All In One For Dummies shows you

how to create professional cool projects step by step from start to finish Whether you re working on your first Flash project or you re a veteran Flash animator ready to get into more advanced applications Flash CS4 All In One For Dummies walks you through Flash s new tricks and explains how to use them You ll get the skinny on new features including inverse kinematics motion tweening and Motion Editor You ll also find out how to Work with panels Take advantage of an ActionScript Create and plan your first project Follow the ins and outs of Flash graphics Navigate your way around the swatches panel Get your video on the Web using YouTube Utilize Flash audio and video Develop with the Flash timeline To help you quickly find what you need Flash CS4 All In One For Dummies is divided into eight minibooks Introducing Flash Creating Graphics Animating Graphics Adding ActionScript 3 0 Magic Working with Flash Audio Working with Flash Video Getting Interactive Finalizing a Flash Project Flash CS4 All In One For Dummies will help make your experience animating in Flash much easier

Flash ActionScript William B. Sanders,2000 Major concepts are combined to show how to create more elaborate elegant and outstanding FlashO movies Set of ActionScript utilities and examples that can be used as a clear reference whenever a new scripting challenge is encountered Learn strategy for integrating ActionScript into a Flash movie to produce a desired effect Readers are shown basic algorithms for creating movies not possible without ActionScript Each ActionScript will include examples for the reader to enter and test their understanding of concepts Book arranged to take reader from a common base and build from one logical step to the next eliminating getting lost in previous concepts Designed as a confidence builder Provides an active learning process for the reader teaching the understanding of basic logic and structure of ActionScript in the context of Flash Provides step by step understanding of how to use ActionScript in Flash movies

Server-Side Flash William B. Sanders,Mark Winstanley,2001-07-15 Server Side Flash Scripts Databases and Dynamic Development fills an important gap in the Flash book market With the emergence of e commerce no Web site is complete without a back end because the back end is the virtual sales connection Likewise complex games are dependent on access to huge sets of data that can be sent in small packages but getting them in and out of Flash requires knowing how the data can be generated in Flash how it can be sent out to the servers and how it gets information back from the servers and integrates it into the ongoing game While every book on Flash recognizes this new capacity to some extent none of them have really showed developers how to get the data into and out of Flash and use it effectively Server Side Flash gives developers the tools to fully utilize Flash s capacity to communicate with the server side of the Web PHP MySQL have over half a million users ASP has at least as many and just about every professional Web page now contains at least some JavaScript Find out how Flash communicates with these other languages and servers with coverage of the use of Macromedia s powerful database Flash product Generator and put its use in context with other Flash database techniques and applications

Flash 5 Cartoons and Games F/x & Design Bill Turner,James Robertson,Richard Bazley,2001 Covering Flash 5 from a cartoon and gaming aspect Learn how to cohesively pull together and create all the necessary elements for an

entertaining cartoon show Create cartoon characters for television and music videos then discover how to use those cartoon elements when scripting and programming interactive games on the Internet This book includes a CD ROM with complete a full length cartoon show and source codes for several games With Flash 5 Cartoons and Games f x and Design you will go beyond the general description of the various Flash tools and discover what can be done with them The iMac Book Don Rittner,2001 This updated book includes all the new features of the iMac operating system and serves as a complete cyberculture and technology resource for beginning Apple users Books in Print Supplement ,2002 **Learning ActionScript 3.0** Rich Shupe,Zevan Rosser,2007-12-13 In this book authors Rich Shupe and Zevan Rosser share the knowledge they ve gained from their years as multimedia developers designers and teachers Learning ActionScript 3 0 gives you a solid foundation in the language of Flash and demonstrates how you can use it for practical everyday projects The authors do more than just give you a collection of sample scripts Written for those of you new to ActionScript 3 0 the book describes how ActionScript and Flash work giving you a clear look into essential topics such as logic event handling displaying content migrating legacy projects to ActionScript 3 0 classes and much more You will learn important techniques through hands on exercises and then build on those skills as chapters progress ActionScript 3 0 represents a significant change for many Flash users and a steeper learning curve for the uninitiated This book will help guide you through a variety of scripting scenarios Rather than relying heavily on prior knowledge of object oriented programming OOP topics are explained in focused examples that originate in the timeline with optional companion classes for those already comfortable with their use As chapters progress the book introduces more and more OOP techniques allowing you to choose which scripting approach you prefer Learning ActionScript 3 0 reveals New ways to harness the power and performance of AS3 Common mistakes that people make with the language Essential coverage of text sound video XML drawing with code and more Migration issues from AS1 and AS2 to AS3 Simultaneous development of procedural and object oriented techniques Tips that go beyond simple script collections including how to approach a project and which resources can help you along the way The companion web site contains material for all the exercises in the book as well as short quizzes to make sure you re up to speed with key concepts ActionScript 3 0 is a different animal from previous versions and Learning ActionScript 3 0 teaches everything that web designers GUI based Flash developers and those new to ActionScript need to start using the language *Learning ActionScript 3.0* Rich Shupe,2008 *Macromedia Flash MX ActionScript* William B. Sanders,2002 This is a reference on ActionScript Macromedia Flash MX s native programming language It examines the enhanced UI components new object oriented features of ActionScript and more For those who wish to integrate sophisticated interactive elements into their Flash applications and take Web application development to the next level **Actionscript 3.0 Design Patterns** William B. Sanders,2007 ActionScript 3 0 Design Patterns takes you step by step through the process first by explaining how design patterns provide a clear road map for structuring code that actually makes OOP languages easier to

learn and use You then learn about various types of design patterns and construct small abstract examples before trying your hand at building full fledged working applications outlined in the book *The ActionScript 3.0 Migration Guide* Kris Hadlock,2010-04-07 When Flash Player 9 released in June 2006 it introduced the new scripting language ActionScript 3 which has already taken hold in the Adobe Flex application development community ActionScript 3 provides not only a significant enhancement in performance but also a more robust programming model that lends itself to complex Rich Internet Application development For web designers and developers who need to make the move to ActionScript 3 from the previous version ActionScript 2 the learning curve has proven to be significant In this essential and timely guide ActionScript expert Kris Hadlock speaks squarely to the many thousands of ActionScript 2 users who need to make the leap right away The ActionScript Migration Guide covers all of the major changes in ActionScript from version 2 to 3 The book explains the most important and fundamental changes in ActionScript drawing comparisons between the two languages both visually and contextually With a comprehensive index and robust table of contents designers and developers will easily be able to locate the old an or new codes with side by side comparisons of how to program both and the explanation of the concepts behind them **Essential ActionScript 3.0** Colin Moock,2007-06-22 ActionScript 3 0 is a huge upgrade to Flash s programming language The enhancements to ActionScript s performance feature set ease of use cleanliness and sophistication are considerable Essential ActionScript 3 0 focuses on the core language and object oriented programming along with the Flash Player API Essential ActionScript has become the 1 resource for the Flash and ActionScript development community and the reason is the author Colin Moock Many people even refer to it simply as The Colin Moock book And for good reason No one is better at turning ActionScript inside out learning its nuances and capabilities and then explaining everything in such an accessible way Colin Moock is not just a talented programmer and technologist he s also a gifted teacher Essential ActionScript 3 0 is a radically overhauled update to Essential ActionScript 2 0 True to its roots the book once again focuses on the core language and object oriented programming but also adds a deep look at the centerpiece of Flash Player s new API display programming Enjoy hundreds of brand new pages covering exciting new language features such as the DOM based event architecture E4X and namespaces all brimming with real world sample code The ActionScript 3 0 revolution is here and Essential ActionScript 3 0 s steady hand is waiting to guide you through it Adobe Developer Library is a co publishing partnership between O Reilly Media and Adobe Systems Inc and is designed to produce the number one information resources for developers who use Adobe technologies Created in 2006 the Adobe Developer Library is the official source for comprehensive learning solutions to help developers create expressive and interactive web applications that can reach virtually anyone on any platform With top notch books and innovative online resources covering the latest in rich Internet application development the Adobe Developer Library offers expert training and in depth resources straight from the source Foundation ActionScript 3 Paul Milbourne,Darren Richardson,2014-12-02 ActionScript 3 is a full fledged

programming language with complete object oriented capabilities event handling sound and video support drawing capabilities support for regular expressions and much more Whether you are just starting out on the road to computer programming and animation or an experienced developer who wants to learn a new language you ll find all you need to know in Foundation ActionScript 3 Starting with the fundamentals you ll learn how to add interactivity to your Flash movies by using ActionScript objects manipulating sound and video and harnessing the power of regular expressions and XML The book concludes with two case studies to consolidate what you ve learned and introduce some additional advanced techniques You ll gain a solid understanding of the exciting world of ActionScript 3 and see how everything fits together so you ll be able to build your own professional applications The sensible layout of the book makes it easy to find information about specific techniques It focuses on the essential skills that will enable you to get up and running quickly With this book as your guide you ll be creating killer Flash applications before you know it

ActionScript 3.0 Bible Roger Braunstein, 2011-02-23 The updated edition on all the latest features and capabilities of ActionScript 3.0 and Flash Player 10 ActionScript is a popular programming language used primarily for the development of Web sites and software This update to the successful previous version introduces you to all the exciting new capabilities of ActionScript 3.0 You ll see how ActionScript 3.0 goes beyond its primary use of scripting Flash animations and is now an object oriented evolution that runs ten times faster than previous versions and can be used in Adobe s new platforms including Flex and AIR Hands on instruction and step by step tutorials enhance your learning process as you discover everything you need to know in order to harness the power of ActionScript 3.0 You ll learn the nitty gritty of building Rich Internet Applications RIA and the ins and outs of putting the new features of ActionScript 3.0 to work for you ActionScript 3.0 goes beyond its original role as a scripting language and has added development features incredible speed and the ability to work with Flex and AIR Shows you how to apply advanced graphic effects using Pixel Blender Demonstrates the all new text and typography capabilities Addresses your new enhanced control over dynamic sound Explains templated types and new vector data structures ActionScript 3.0 Bible offers you a soup to nuts guide on all things ActionScript 3.0 so you can get started working with it immediately

ActionScript 3.0 Derrick Ypenburg, 2010-04-26 ActionScript is the programming language integral to the Adobe Technology Platform It began as a simple scripting language for creating interactivity and animation in Flash but is now used to create full featured Web applications not only in Flash but in Flex ActionScript 3 introduced with Flex 2 is now a full fledged object oriented programming language and the need for teaching materials for both newcomers and veterans is great This task based tutorial is for students with no programming experience as well as those programmers who have learned earlier versions of the programming language and now need to learn the new version The book walks a reader through all the fundamentals then moves on to creating interactivity working with data looping and decision making programming visualizations and working with multimedia It s a complete end to end tutorial

ActionScript 3.0 Game Programming University Gary

Rosenzweig,2007-08-29 Gary Rosenzweig's ActionScript 3.0 Game Programming University shows you how to use ActionScript the programming language behind Flash CS3 Professional The lessons teach you all the basics of ActionScript programming through game examples but the code can be easily adapted to non game oriented projects such as web training and advertising Written by a real world Flash developer this book presents you with the source code of 16 complete games and lays the foundation for you to create your own games Gary also provides a companion website flashgameu.com which contains files updates new content Gary's blog and much more

The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash David Stiller,Rich Shupe,Jen deHaan,Darren Richardson,2008-10-17 No matter what your background the pages that follow will provide you with some excellent knowledge insight and even a little bit of wisdom in the realm of Flash and ActionScript Happy learning Branden Hall from the Foreword Written by Flash insiders with extensive knowledge of the technology this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2.0 to the new object oriented ActionScript 3.0 quickly and painlessly Formatted so you can find any topic easily ActionScript 3.0 Quick Reference Guide explains Object oriented programming OOP concepts such as packages and classes ActionScript 3.0 features and player enhancements that improve performance Workflow differences between ActionScript 2.0 and ActionScript 3.0 including tools code editing component sets and image and font rendering Where did it go A guide to help you find familiar features in ActionScript 3.0 such as global functions operators properties and statements How do I Step by step solutions for performing tasks with ActionScript 3.0 including input sound video display events text and more Also included are overviews of Flash and ActionScript features and workflows ActionScript 3.0 is a huge upgrade to Flash's programming language and this guide helps you upgrade your skills to match it

ActionScript 3.0 Migration Guide: Making the Move from ActionScript 2.0 Kris Hadlock,2008

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