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| Autore | Smith Ben (Software engineer) |
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| Nota di contenuto | <p>""Contents at a Glance""; ""Contents""; ""About the Author""; ""About the Technical Reviewers""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: Object-Oriented Programming""; ""Encapsulation""; ""Polymorphism""; ""Inheritance""; ""Data Hiding""; ""ActionScript as an Object-Oriented Language""; ""Defining an External Definition""; ""Parts of a Class""; ""The Constructor""; ""Custom Namespaces""; ""Declaring the Namespace Identifier""; ""Applying a Custom Namespace""; ""Opening a Namespace within a Class""; ""Constructing an Interface""; ""Change""; ""General Terms and Definitions""</p> <p>""Summary""""Key Points""; ""Chapter 2: ActionScript 3: The Facts Behind the Basics""; ""ActionScript 3""; ""The Traits Object""; ""Garbage Collection""; ""Memory Management""; ""Mark and Sweep""; ""Implementing a Disposable Pattern""; ""Manually Declared Stage instances""; ""Application Domain""; ""The LoaderContext""; ""The Class Object""; ""getDefinition(a€?)""; ""getDefinitionByName(a€?)""; ""Strong Typing""; ""Runtime Type Checking""; ""Compile-Time Type Checking""; ""Restricting a Dynamic Language""; ""Casting""; ""Configuration Constants""; ""ActionScript Editors""; ""Summary""</p> <p>""Key Points""""Chapter 3: Decision-Making and Planning""; ""Object-Oriented Analysis (OOA)""; ""Case Study""; ""The Kick-Off""; ""Turning Off the Volume""; ""Use Case Scenario""; ""Requirements from the</p> |

Features""; ""Flow Chart""; ""Performance""; ""Layering""; ""Analysis Continued""; ""The Breakup""; ""Product Gallery""; ""Performance""; ""Scenic Gallery""; ""Footer""; ""Wrapping Up the Analysis""; ""Object Oriented Design (OOD)""; ""Summary""; ""Key Points""; ""Chapter 4: Intro to Design Patterns""; ""Design Patterns Catalog""; ""Selecting Patterns""; ""Pattern Identification""
 ""Reading a Design Pattern""""UML""; ""The Class Diagram""; ""Classes""; ""Relationships""; ""Association""; ""Aggregation""; ""Composition""; ""Generalization""; ""Interfaces""; ""Chapter Summary""; ""Key Points""; ""Upcoming Chapters""; ""Chapter 5: Q&A""; ""Quiz 1""; ""Answers to Quiz 1""; ""Quiz 2""; ""Answers to Quiz 2""; ""Chapter 6: Creational Patterns""; ""That Which Must Not Be Named""; ""The Simple Factory""; ""A Comprehensive Look""; ""Example""; ""FAQ""; ""The Factory Method Pattern""; ""A Comprehensive Look""; ""Vignette""; ""The AS3 Cast""; ""When It's Useful""; ""Example""
 ""FAQ""""Related Patterns""; ""The Abstract Factory Pattern""; ""A Comprehensive Look""; ""Vignette""; ""The AS3 Cast""; ""When It's Useful""; ""Example""; ""FAQ""; ""Related Patterns""; ""The Builder Pattern""; ""A Comprehensive Look""; ""Vignette""; ""The AS3 Cast""; ""When It's Useful""; ""Example""; ""FAQ""; ""Related Patterns""; ""The Simple Singleton Pattern""; ""A Comprehensive Look""; ""Vignette""; ""The AS3 Cast""; ""Example""; ""The Singleton Pattern""; ""A Comprehensive Look""; ""Vignette""; ""The AS3 Cast""; ""When It's Useful""; ""Example""; ""FAQ""; ""Related Patterns""
 ""Summary""

Sommario/riassunto

Advanced ActionScript 3 is a fresh look and new approach to utilizing valuable, structural techniques and methods that are commonly used in the field of rich interactive application development. With each method broken down into different strategized explanations, you'll find the approach most suitable for you. Whether it is an example you can utilize as-is, or one you can start with and develop further, you will have a glossary of definitions and organizational concepts at your fingertips. Object-oriented programming (OOP) and design patterns are not new to the field, but can often be overlooked in their value. They are, at times, not only overwhelming to learn, but difficult to put into practice. However, they are useful because they create a structure that can be broken down, rebuilt, and reused. This edition has been fully updated to reflect modern coding standards and practices. Provides the building blocks required for the implementation of OOP Addresses problems and concerns regarding OOP Offers solutions on how to approach and utilize OOP.
