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Titolo	HaXe 2 beginner's guide [[electronic resource]] : develop exciting applications with this multi-platform programming language // Benjamin Dasnois ; foreword by Pimm Hogeling
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Nota di contenuto	Cover; Copyright; Credits; Foreword; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting to know haXe; Installing haXe; Two ways to install: The installer and sources compilation; Installing on Windows; Installing on MacOSX; Installing on Linux; Installing nightly builds; Verifying your installation; Choosing an editor; FlashDevelop 3; The TextMate bundle; VIM; Writing your first program; Time for action - writing a Hello World; A program with some interaction; Time for action - interacting with the user; Summary Chapter 2: Basic Syntax and Branching Modules, packages, and classes; Packages; Modules; Classes; Accessing a class; Constants and its types; Booleans; Integers; Floats; Base 10; Scientific notation; Strings; Regular expressions; The null value; Flash9 and above; Binary and unary operators; Binary operators; Assigning values; Comparison operators; Arithmetic operators; Boolean operators; Bitwise operators; Unary operators; Blocks; Variable declaration and scope; Declaring a variable; At class level; Time for action - Declaring some fields; In a block of instructions

Field access and function calls
Constructing class instance; Conditional branching; If; Switch; Loops; While; For; Break and continue; Time for action - Using the break keyword; Time for action - Using the continue keyword; Return; Exception handling; Anonymous objects; Local functions; Managing a fridge; Time for action - Managing a fridge; Summary; Chapter 3:Being Cross-platform with haXe; What is cross-platform in the library; Object storage; The Std class; The haxe package; The haxe.remoting package; The haxe.rtti package; The haxe.Http class; Regular expressions and XML handling
Regular expressions
XML handling; Input and output; The DOM interface; The Flash interface; The standard input/output interface; Platform-specific packages; JavaScript; Flash; Neko; PHP; C++; Conditional compilation; Conditional compilation depending on flags; Conditional compilation depending on the target; The remap switch; Coding cross-platform using imports; Time for action - Welcoming the user on Neko & PHP; Time for action - Reading from the XML file; Time for action - Writing to an XML file; Testing our sample; Making it cross-platform; Summary; Chapter 4:Understanding Types
Explicitly typed variables
Static typing; Values with several types; Defining a type; Inheritance; Multi-inheritance; Implementing an interface; Representing a blog article; Time for action - representing different types of articles; Function's type; Expressing a function's type; Functions using functions; Dynamic functions; Anonymous objects; Duck typing; Creating a function to apply another one; Time for action - applying a function on every item; Type inference; Assigning a value; Assigning the value of the variable to another one; Passing the variable as a parameter; Casting; Safe casting
Unsafe casting

Sommario/riassunto

Develop exciting applications with this multi-platform programming language
