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Autore	Huddleston Rob
Titolo	ActionScript [[electronic resource] ] : your visual blueprint for creating interactive projects in Flash CS4 Professional / / by Rob Huddleston
Pubbl/distr/stampa	Indianapolis, IN, : Wiley, c2009
ISBN	1-282-18882-8 9786612188824 1-118-25770-7 0-470-54175-X
Edizione	[1st edition]
Descrizione fisica	1 online resource (387 p.)
Collana	Read less--learn more
Disciplina	006.696 006.786
Soggetti	ActionScript (Computer program language) Computer animation Web sites - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	ActionScript: Your visual blueprint for creating interactive projects in Flash® CS4 Professional; Table of Contents; How to Use This Visual Blueprint Book; Chapter 1: Introducing ActionScript; Introducing Flash; Understanding Flash Player 10; Introducing ActionScript 3.0; Create a New Flash Movie; Using the Actions Panel; Chapter 2: Introducing the Basic Syntax of ActionScript; Understanding Object-Oriented Programming; Understanding ActionScript Syntax Rules; Create a Variable; Understanding Data Types; Test Your Flash Movie; Concatenate Strings; Trace Variables; Create an Array Add and Remove Elements from an Array Create an Array in an Array; Create a Generic Object; Add Constants; Add Comments to Your Code; Understanding Coding Best Practices; Chapter 3: Controlling Objects on the Stage; Draw Shapes in Flash; Introducing Symbols; Create a Symbol; Insert and Name an Instance; Set Instance Properties Using the Properties Panel; Set Instance Properties in Code; Chapter 4: Working with Nonvisual Classes; Perform Simple Mathematical Operations; Perform Complex Mathematical Operations with the Math Class;

Generate Random Numbers; Create Instances of the Date Class  
Perform Math on DatesChapter 5: Writing Functions; Write a Function;  
Call a Function; Pass Data to Functions; Return a Value from a Function;  
Chapter 6: Creating Custom Classes; Create a Package; Create a New  
ActionScript File; Create a Custom Class Skeleton; Define Properties of  
the Class; Create a Constructor; Define a Method; Extend a Class; Using  
a Custom Class; Define a Document Class; Get and Set Class Properties;  
Add a Static Property to a Class; Chapter 7: Using Events; Create an  
Event Handler; Call an Event from a Button; Define Events in a Custom  
Class; Remove Event Listeners  
Using the Target PropertyChapter 8: Controlling the Timeline in Code;  
Stop a Movie; Go to a Specific Frame in a Movie; Add Code to a  
MovieClip's Timeline; Control a MovieClip from the Main Timeline; Work  
with the Stage in Code; Add MovieClips to the Stage through Code; Add  
MovieClips to the Stage through Code; Remove Elements from the  
Stage; Chapter 9: Working with Text; Create a Dynamic Text Field  
Visually; Create a Dynamic Text Field in Code; Create an Input Text  
Field Visually; Create an Input Text Field in Code; Work with TextField  
Events; Find Characters within Strings  
Manipulate StringsGet Pieces of Strings; Convert Data Types; Chapter  
10: Formatting Text; Understanding the TextFormat Class; Apply  
Formatting to a Text Field; Using HTML Text; Chapter 11: Making  
Decisions in Code; Write an If Statement; Using Else and Else If Clauses;  
Test Multiple Conditions; Replace If/Else Clauses with a Switch  
Statement; Chapter 12: Looping over Code; Write a For Loop; Write a  
While Loop; Loop over an Array; Chapter 13: Animating in Code; Using  
the EnterFrame Event; Animate MovieClips That Scale and Fade; Change  
the Speed of Animation; Using the Timer Class  
Create Tweens in Script

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## Sommario/riassunto

Visual learners can get up and running quickly on ActionScript programming skills for Flash CS4. If you're a programmer who learns best when you see how something is done, this book will have you up and running with ActionScript in no time. Step-by-step, two-page lessons show you the core programming foundations you must master to create rich Internet content using the preferred language for work with Flash. The visual approach breaks big topics into bite-sized modules, with high-resolution screen shots to illustrate each task. You'll learn such skills as how to add interactivi

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