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Autore	Avicenna
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Autore	Huddleston Rob
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ISBN	9786612188824 9781282188822 1282188828 9781118257708 1118257707 9780470541753 047054175X
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 ArrayCreate 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
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 ActionScipt 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