

Advanced Actionscript With Design Patterns Danny Patterson

Design Patterns in ActionScript 3.0 Ali Mills 2007-05-25

AdvanceED ActionScript 3.0 Ben Smith 2011

Learning ActionScript 3.0 Rich Shupe 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.

ActionScript 3.0 Design Patterns William Sanders 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.

Macromedia Flash 8 ActionScript Jobe Makar 2006 "Almost anyone can create simple programs for a website or presentation by using Macromedia Flash 8. But add some ActionScript, and you kick it up a notch for easier object-oriented programming. Jobe Makar and Danny Patterson show you step by step how to translate real-life activities into ActionScript scripts that let you control every microsecond of your Flash program. The projects in this book teach you ActionScript techniques for building carefully customized Flash games, websites, and more." --
Résumé de l'éditeur.

Programming Flex 2 Chafic Kazoun 2007-04-16 Is there an easier way to build and deliver rich internet applications (RIAs) other than the Flash IDE or Ajax? Absolutely. With Adobe Flex 2, the Flex 2 SDK, and this book, you have all you need to build RIAs. Programming Flex 2 offers you plenty of practical and useful examples that reveal how and why to use a particular feature of Flex 2, and when and when not to. As part of the Adobe Developer Library, Programming Flex 2 is the authoritative guide to this new Adobe framework. You learn to use a markup language called MXML and a vast library of off-the-shelf and highly-configurable components to build Flash-based applications that combine the immediacy of the Web with the functionality and responsiveness of desktop applications. You also discover why -- with the Flash Player runtime environment and the powerful ActionScript 3.0 programming language -- the possibilities with Flex 2 are nearly limitless. Topics include: Managing Layout Working with Components Working with Media Managing State Using Transitions and Effects Working with Data Customizing Application Appearance Client Data Communication and Remote Data Communication Debugging Flex Framework Applications Creating Custom Components Flex may be easier to learn than the Flash IDE, but you still need a reliable guide to the framework. Programming Flex 2 not only serves as a reference, but provides valuable and practical

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ActionScript 3.0 Cookbook Joey Lott 2008-12-08 Well before Ajax and Microsoft's Windows Presentation Foundation hit the scene, Macromedia offered the first method for building web pages with the responsiveness and functionality of desktop programs with its Flash-based "Rich Internet Applications". Now, new owner Adobe is taking Flash and its powerful capabilities beyond the Web and making it a full-fledged development environment. Rather than focus on theory, the ActionScript 3.0 Cookbook concentrates on the practical application of ActionScript, with more than 300 solutions you can use to solve a wide range of common coding dilemmas. You'll find recipes that show you how to: Detect the user's Flash Player version or their operating system Build custom classes Format dates and currency types Work with strings Build user interface components Work with audio and video Make remote procedure calls using Flash Remoting and web services Load, send, and search XML data And much, much more ... Each code recipe presents the Problem, Solution, and Discussion of how you can use it in other ways or personalize it for your own needs, and why it works. You can quickly locate the recipe that most closely matches your situation and get the solution without reading the whole book to understand the underlying code. Solutions progress from short recipes for small problems to more complex scripts for thornier riddles, and the discussions offer a deeper analysis for resolving similar issues in the future, along with possible

design choices and ramifications. You'll even learn how to link modular ActionScript pieces together to create rock-solid solutions for Flex 2 and Flash applications. When you're not sure how ActionScript 3.0 works or how to approach a specific programming dilemma, you can simply pick up the book, flip to the relevant recipe(s), and quickly find the solution you're looking for. 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.

Advanced Actionscript 3 With Design Patterns 2007

Advanced ActionScript 3 Ben Smith 2015 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.

Advanced ActionScript 3, Second Edition Ben Smith 2014 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.

Advanced ActionScript with Design Patterns Joey Lott 2006 Today's ActionScript-based applications require increasingly sophisticated architectures and code. This book aids intermediate and advanced ActionScript developers in learning how to plan and build applications more effectively. You'll learn how to apply design patterns as solutions to common programming scenarios. Beyond a reference, Advanced ActionScript with Design Patterns is a practical guide complete with sample mini-applications illustrating each design pattern. Table of Contents: Part I - Successful Projects 1. How to Design Applications 2. Programming to Interfaces Part II - Patterns 3. MVC 4. Singleton 5. Factory (Abstract Factory and Factory Method) 6. Proxy 7. Iterator 8. Composite 9. Decorator 10. Command 11. Memento 12. State Part III - Advanced ActionScript Topics 13. Working with Events 14. Sending and Loading Data 15. E4X (XML) 16. Regular Expressions

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.

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AdvancED ActionScript 3.0 Ben Smith 2011-11-24 AdvancED

ActionScript 3.0 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. 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

Advanced Flash 5 Dan Livingston 2001 Existentialism; Urbanism; Aporia; Deontic; Tabula Rasa; Hyperspace; Heterotopia; Metareality; Structuralism... What does it all mean? The unique language used in architectural theory - both in speech and writing - can appear daunting and confusing, particularly to new architectural students. Decoding Theoryspeak provides an accessible guide to the specialized language of contemporary design for the next generation of thinkers, architects and design leaders. It includes: definitions of over 200 terms clear cross-references illustrations throughout. It is an essential pocket-sized resource for students and practitioners alike.

ActionScript 3.0 Design Patterns Ben Smith 2011

AdvancED ActionScript Components Antonio De Donatis 2006-12-18

Macromedia's architecture is like a chest filled with precious jewels, and this book is quite simply the key to open it! One of the most important tools provided with Flash is the Macromedia Component Architecture: a

framework of components written in ActionScript 2, based on established design patterns, that provides a wealth of functionality you can just bolt on to your Flash applications when desired. This can save you an enormous amount of time during application development and help you improve the quality of your code. What's more, the source code is included, so if you can't find the component you need within the component architecture, you can just modify existing components to create your own! Expert Flash developer and author Antonio De Donatis gives you everything you need to master Flash components. In the first part, he shows you how the architecture works, how to create effective component-based applications, and how to create your own custom components from what's already provided. The second part shows how XML can be used to effectively describe and dynamically create not only single component instances, but whole applications based on any number of components. The last part of the book is a comprehensive reference to using all of the components already available in the Macromedia Component Architecture. It includes a specific chapter dedicated to each of the user interface components like basic usage, component management, customization, and practical examples showing usage of each component.

Professional Adobe Flex 2 Rich Tretola 2007-05-04 Wrox's Professional Flex 2 is one of the first guides to Adobe's (Macromedia's) new web application development platform. Flex experts Simon Barber, Rich Tretola and John Bennett share their experience with Flex 2, and teach readers how to leverage the platform to build rich internet applications. Professional Flex 2 relies heavily on practical examples, making this a hands-on guide that will get readers up and running with Flex 2 quickly. Topics include: Building applications with Flex Builder Flex programming model Using Actionscript 3.0 Developing applications in MXML Creating UIs with Flex controls and containers Data access and interconnectivity Creating custom flex components Charting Testing, debugging and deploying Flex applications and more

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