

ActionScript 3 Introduction

Duration: 3 days

Available in Adobe Flex 2 and Adobe Flash CS3, ActionScript 3 is the new standard for coding the current and future Flash player versions. This course covers the best practices in using ActionScript 3 in a truly object-oriented way. Some programming experience is useful, though you don't need to have used earlier versions of ActionScript.

Course Content:

Understanding basic ActionScript 3 syntax

- Case sensitivity
- Dot operator and semi-colons
- Comments
- Parentheses, braces, and brackets
- Language keywords
- Literals
- Declaring variables and their data type
- Data type conversion
- Using language operators
- Mathematical operators and operator precedence
- Concatenation and assignment operators

Working with aggregate data

- Instantiating objects
- Creating and populating instances of the Array class
- Working with multi-dimensional arrays
- Manipulating arrays
- Working with generic objects
- Representing two-dimensional data with object arrays
- Populating components with arrays

ActionScript 3 Control Structures

- Manipulating String data
- Using String properties and methods
- Using the Alert component
- Importing a class
- Displaying a simple Alert
- Using Conditional statements
- Writing and testing comparative expressions
- Understanding logical operators
- Nesting conditional statements
- Using conditions to validate user input
- Using switch/case statements
- Creating Date objects
- Using Date class methods
- Working with iteration (looping) statements
- Using for, while, do..while, for..in and for..each..in statements
- Using break statements inside loops

Writing and using user defined functions

- Learning function statement syntax
- Function literal syntax
- Working with variables in functions
- Working with function arguments (parameters)
- Referring to arguments dynamically
- Returning data from a function
- Setting the access modifier of a function or variable
- Separating and including ActionScript and MXML files

ActionScript 3 Custom Classes

- Introducing Object Oriented Programming Terminology
- Writing a class definition
- Choosing and using the class name
- Packaging your class files
- Declaring class properties
- Controlling access to properties
- Assigning default property values
- Defining a class and creating objects from it
- Declaring class methods
- Controlling access to methods
- Encapsulating object data
- Understanding the Value Object design pattern
- Re-using code through inheritance
- Extending a base class
- Guaranteeing behavior with interfaces
- Writing and using an interface
- Persisting local data with Shared Objects
- Understanding static methods
- Storing data using the static SharedObject class