

# Actionscript 3 Visual Quickstart Guide

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### **ActionScript 3.0: Visual QuickStart Guide [Book]**

ActionScript 3.0: Visual QuickStart Guide [Paperback] [2008] (Author) Derrick Ypenburg [Derrick Ypenburg] on Amazon.com. \*FREE\* shipping on qualifying offers. New copy. Fast shipping. Will be shipped from US.

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ActionScript 3.0 Visual Quickstart Guide finally struck the right balance -- at least for me, and my learning style. As a programmer, I didn't need to be spoon-fed the basics of variables and control structures. But as a UI guy, I also needed practical, real-world examples like working with dynamic text, interfacing with the outside world, and ...

### **Amazon.com: Customer reviews: ActionScript 3.0: Visual ...**

ActionScript 3.0 has three types of numbers: int, uint, and Number. Numbers are floats, and match the same number type that JavaScript has. One way to think of Flash is as a programmable version of Photoshop optimized for animated gifs. That's pretty much how it started life. Over time, they added layers and timelines. These days, ActionScript is a full featured language.

### **Books: ActionScript 3.0: Visual QuickStart Guide**

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Chapter 3. Working with Functions and Methods Functions and methods in ActionScript, for the most part, are one and the same. They are containers of functionality that execute only when ... - Selection from ActionScript 3.0: Visual QuickStart Guide [Book]

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### **ActionScript 3.0 by Ypenburg Derrick (ebook)**

Lee "ActionScript 3.0 Visual QuickStart Guide" por Derrick Ypenburg disponible en Rakuten Kobo. ActionScript is the programming language integral to the Adobe Technology Platform. It began as a simple scripting langu...

### **ActionScript 3.0 eBook por Derrick Ypenburg ...**

It is the start of getting into and appreciating class-based programming using ActionScript. Many developers are not that fond of the ActionScript panel in Flash and prefer third-party ActionScript editors. To create an external .as file: Choose File > New > ActionScript File from the menu bar to open the New Document dialog shown in Figure 4.3 ...

### **Working with External Code | Working with Classes and ...**

Add the following ActionScript after the import statements from the previous example to construct an object of the Shape class called square: `var square:Shape = new Shape();` Leave this file open for the next set of instructions. Object methods. As discussed in Chapter 3, methods are functions that are defined in or written inside a class.