An Introduction to Programming with ActionScript 3.0

Trish Cornez, Richard Cornez

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An Introduction to Programming with ActionScript 3.0 provides an introduction to computer programming by employing an example-based methodology involving animation, sound, graphics, and interactivity. ActionScript 3.0 is a combination of structured programming and object-oriented programming, and this text exhaustively addresses both types. As the multimedia language associated with Adobe Flash, ActionScript 3.0 offers a compelling introduction to the world of programming that is powerful and comprehensive enough to provide a complete introduction to all the foundational concepts. The authors use the Flash and ActionScript 3.0 environment to present complex programming concepts seen daily in web-applications, multimedia, and games.

This text covers all key topics required for any introductory level programming course: program analysis and design, data types, selective and iterative control structures, functions, arrays, and classes. In addition, it covers ActionScript's powerful ability to construct complex and interactive animations using graphics and sounds. The multimedia emphasis of this text makes it suitable for readers interested in building visually rich applications, games, and multimedia.

The authors employ an approach that is incremental and highly engaging by using interactive multimedia as an outlet for creativity and imagination. Solid foundational concepts are covered in detail using examples carefully developed and tested by the authors.
This text is also ideal for readers interested in learning crucial programming concepts for which technology, arts, and media converge. It is also highly recommended for multimedia programmers, interactive artists, game designers, and innovative web application developers.
All sample programs and case studies have been tested on Adobe Flash CS4, CS5, and CS5.5. Source code is provided so readers can run the programs themselves.

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