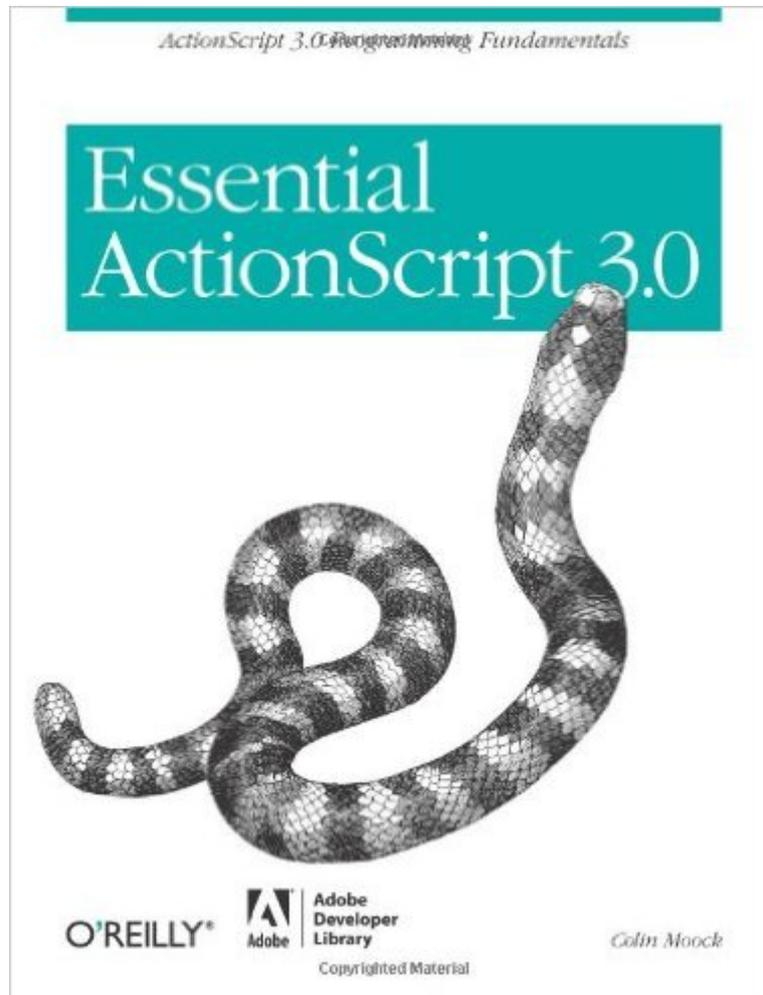


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Essential ActionScript 3.0



Synopsis

ActionScript 3.0 is a huge upgrade to Flash's programming language. The enhancements to ActionScript's performance, feature set, ease of use, cleanliness, and sophistication are considerable. Essential ActionScript 3.0 focuses on the core language and object-oriented programming, along with the Flash Player API. Essential ActionScript has become the #1 resource for the Flash and ActionScript development community, and the reason is the author, Colin Mook. Many people even refer to it simply as "The Colin Mook book." And for good reason: No one is better at turning ActionScript inside out, learning its nuances and capabilities, and then explaining everything in such an accessible way. Colin Mook is not just a talented programmer and technologist; he's also a gifted teacher. Essential ActionScript 3.0 is a radically overhauled update to Essential ActionScript 2.0. True to its roots, the book once again focuses on the core language and object-oriented programming, but also adds a deep look at the centerpiece of Flash Player's new API: display programming. Enjoy hundreds of brand new pages covering exciting new language features, such as the DOM-based event architecture, E4X, and namespaces--all brimming with real-world sample code. The ActionScript 3.0 revolution is here, and Essential ActionScript 3.0's steady hand is waiting to guide you through it. 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.

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Customer Reviews

This review is more of a 'heads-up' for any beginners considering this book. There are many reviews here telling about the book's contents, so I am going to talk about the level of the book instead. I think it is important to state that this book is in NO WAY aimed or intended for beginners. None of the books in this series are, for that matter. Being fair, and I think this information is important for people even though a bit off topic: O'Reilly RARELY makes beginner level books. What they do make is insanely useful technical books which will tell you more than you probably ever wanted to know about a subject. But they are done, IMHO, very well. Still, when looking at books to buy I think it is important to keep this in mind, particularly if you are a beginner in any topic. Especially because most programming books are rather spendy. When I bought Mook's first book, I had been using AS for a couple years (starting from Flash 4) and was still a beginner. However, I could manage my way through the very limited scripting options. When Flash 5 opened up the AS language to a full-blown environment, I was excited to get his book. Once it arrived, I was completely overwhelmed and immediately put it away. For about a year. During that time, I found other materials and boned up on my AS, THEN revisited the book. I found it much more useful. When AS 2 came out, I thought the same thing. Ah-ha! I already know AS, so his book will get me up to speed. Wrong. The stuff which was pretty much lifted from the previous AS 1 book made sense, but I could not grasp what he was saying about the updates and new features in AS 2. Again, I put the book away for a year, found other resources to familiarize myself with, and revisited the book.

This is not just an upgrade to Mook's earlier book on ActionScript 2.0. If you have that book, getting this one will not be a waste of time as this book is a complete rewrite. This book covers ActionScript programming fundamentals in exhaustive detail with clarity and precision. It explores ActionScript from a programmer's perspective, but assumes no prior programming knowledge. If you have never programmed before, start with Chapter 1. It will guide you through the very basics of ActionScript, and explain terms like variable, method, class, and object. Then continue through the book sequentially. Each chapter builds on the previous chapter's concepts, introducing new topics

in a single, prolonged narrative that will gradually build your ActionScript skills and understanding. If you are a designer who simply wants to learn how to control animations in the Flash authoring tool, you probably don't need this book, and Adobe's documentation should be sufficient. Come back to this book when you want to learn how to add logic and programmatic behavior to your content. If you already have existing ActionScript experience, this book will help you fill in gaps in your knowledge, rethink important concepts in formal terms, and understand difficult subjects through plain language. This book is divided into three parts. Part I, ActionScript From the Ground Up, provides exhaustive coverage of the core ActionScript language, covering object-oriented programming, classes, objects, variables, methods, functions, inheritance, datatypes, arrays, events, exceptions, scope, namespaces, and XML. Part I closes with a look at Flash Player's security architecture. This section consists of chapters 1 through 19.

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