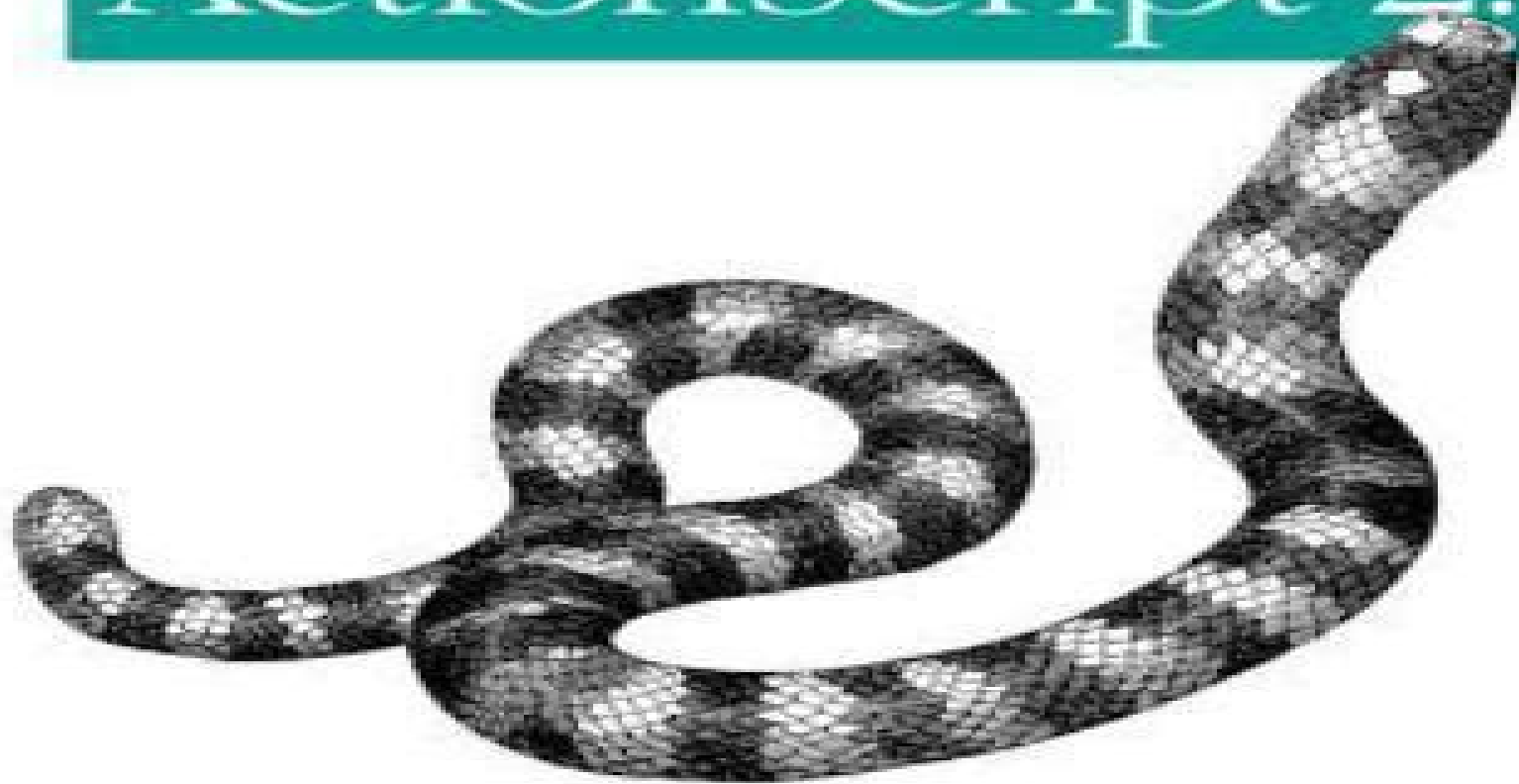


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learning experience Colin sits down with artist James Paterson and technologist Hoss Gifford to cover the basics of object oriented programming in ActionScript 3.0 Resource description page viewed March 30 2010 **Shōsetsu ActionScript 3.0**, 2008-11 ActionScript ActionScript Colin Moock ActionScript ActionScript ActionScript 3.0 Colin Moock, 2008-01-02 ActionScript es el lenguaje de programación oficial de la plataforma Flash Adobe Aunque en su origen se concibió como una simple herramienta para el control de animación ha evolucionado desde entonces en un lenguaje de programación sofisticado para la creación de contenido y aplicaciones para la Web dispositivos móviles y ordenadores de sobremesa Este manual abarca los fundamentos de la programación en ActionScript 3.0 de un modo exhaustivo y detallado y con una claridad y precisión extrema Su exactitud y profundidad sin comparación es el resultado de una dedicación entera de investigación diaria de ActionScript experiencia de programación en el mundo real y un total acceso interno de los ingenieros de Adobe Este libro es un perfecto manual para diseñadores y desarrolladores que incluye explicaciones prácticas intuitivas advertencias así como tiles c digos ejemplo que demuestran cómo realizar el trabajo adecuadamente ActionScript für Flash MX Colin Moock, 2004 ActionScript Colin Moock, 2001 *L'essentiel d'ActionScript 3* Colin Moock, 2008 ActionScript le langage de programmation de Flash nous arrive dans une troisième version nettement plus rapide et sophistiquée que les précédentes Ce langage de programmation orienté objet fonctionnant avec Flash CS3 et Flex permet de créer du contenu et des applications pour le Web les appareils mobiles et les applications pour le bureau Colin Moock auteur plébiscité de la communauté Flash livre ses connaissances de manière claire et compréhensible Cet ouvrage permet de renforcer ses connaissances théoriques tout en fournissant autour de nombreux exemples un guide pratique de programmation Une première partie s'attache au cœur du langage classes objets méthodes fonctions tableaux types de données événements exceptions portabilité espace de nommage XML Les éléments fondamentaux du langage sont passés en revue de même que l'architecture de sécurité du lecteur Flash Une seconde partie explore les techniques interactive et visuelle les API d'affichage la gestion des événements l'interactivité avec le clavier et la souris les animations les images vectorielles et bitmap le texte le chargement de contenu La troisième partie met l'accent sur la production de code la combinaison d'ActionScript avec des assets créés dans Flash CS3 l'utilisation du framework Flex et la création de bibliothèques de code personnalisées Pour finir en beauté Colin Moock vous propose un exemple complet d'application Quiconque se lance dans la programmation en ActionScript trouvera ici les bases pour démarrer rapidement et acquérir des connaissances théoriques solides Les plus chevronnés combleront leurs lacunes et découvriront les nouvelles fonctionnalités du langage Que vous soyez designer ou programmeur que vous connaissiez ou non les versions 1 et 2 d'ActionScript Le meilleur d'ActionScript 3 sera votre meilleur compagnon véritable guide pratique constellé d'explications pratiques et d'exemples pertinents **Learning ActionScript 3.0** Rich Shupe, 2008

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