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Object-oriented Actionscript 3.0

By Todd Yard, Peter Elst, Sas Jacobs

aPress, United States, 2007. Paperback. Book Condition: New. 1st ed.. 224 x 190 mm. Language: English . Brand New Book. * Learn object-oriented programming in ActionScript 3.0* Covers both the Flash and Flex environments* Includes design patterns, custom frameworks, data binding, and other crucial techniques Object-oriented programming (OOP) is something that is usually considered a black art for hardcore programmers, not a topic of conversation for Flash developers. However, when adobe introduced ActionScript 3.0 to the mix, it changed everything. ActionScript 3.0 is much more powerful than previous versions, allowing Flash developers to produce robust object-oriented applications. but with that power comes great responsibility-OOP is now a requirement, rather than optional, and there are new things to learn. But never fear-this book, based on the ever-popular Object-Oriented ActionScript for Flash 8, provides you all you need to delve into the world of OOP with confidence, whether you are using the Flash IDE, Flex builder, or even command-line tools for your development work. First, you are taken gently through all the principles of OOP that you need to know, and then given a guide to designing and implementing applications in ActionScript 3.0. Next, we step up a gear, showing you the...



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