An Introduction to Programming with ActionScript 3.0

By 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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Editorial Review

From the Inside Flap
Key Features

- Readers will learn the foundations of programming structures along with multimedia elements and event handling on which to build.

- This book utilizes a gradual introduction of concepts and an easy learning style that has been tested on students with no programming experience. Provides a concept-oriented approach that can be easily transferred to other languages such as Java, Python, C++, and C#.

- Explores design and implementation of web applications, animation, games, including flight simulations and board games, and introduces OOP (object-oriented programming) with structures and multimedia elements in an easy to understand style.

- Those who teach computer programming are familiar with the problems encountered by beginning students. OOP (object-oriented programming) is a demanding topic and the language syntax and structure of a program can be initially overwhelming. This text presents the essentials of programming in an effective way that is less confusing to the novice programmer. This text is not only about learning ActionScript 3.0, but also learning programming techniques.

- Through the use of case studies, readers will participate in experiments that guide them through the analysis and understanding of a problem. With each study, readers will see the blending of traditional problem-solving techniques with visual design storyboarding and finally a well explained complete solution for the multimedia application.

- Uses graphics and animation to illustrate programming concepts and illuminates each with carefully designed examples and sample programs.

- All case studies and chapter examples are available from the companion web site.

- All sample programs have been tested on Adobe Flash CS4, CS5, and CS5.5. Source code is provided so readers can run the programs themselves.

About the Author
Patricia Cornez-University of Redlands, California Trish Cornez is a faculty member of the University of Redlands Mathematics and Computer Science Department with teaching and software development experience. She has taught a variety of languages related to multimedia development and , since 2007, has taught AS3 for game programming. An ardent digital artist, Trish s teaching and web development have an emphasis on animation, games and the exciting possibilities offered by AS3 and Flash. Richard Cornez-University of Redlands, California Richard Cornez is a faculty member of the University of Redlands Mathematics and Computer Science Department and has taught courses in programming and numerical analysis . Over the past seven years, Richard has spent much time experimenting with Flash, Flex and other

multimedia development environments and technologies that are just now emerging. These experiments range from creating interactive mathematical challenges to multiplayer games.

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