

<<学习ActionScript3.0>>

图书基本信息

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前言

When deciding if the book in your hands will be a good resource for your library, it might help you to know why we, the authors, wrote this particular book. We are both developers who use Flash extensively in our everyday work, but we are also teachers. Collectively, we have taught thousands of students at multiple universities, training facilities, and conferences, and yet we share one significant common experience. We were consistently told that no feature-rich ActionScript book satisfied this beginner audience. At first we were surprised at how truly overwhelming this sentiment was, but then we realized that we didn't have enough information to form an opinion. We didn't use beginner resources in our work and had only our own curriculum to go on. So, we started to research how we could fill this void and provide a book to our students that would really help them beyond the classroom. We talked with a lot of students, user groups, and instructors and began to sketch out a book that we thought would put what we learned into practice. When ActionScript 3.0 was released, the interested audience grew dramatically. Reactions ranged from excitement to uncertainty to fear, as the ActionScript 3.0 learning curve became apparent. Talk of the Flash Platform splintering into Flex ("developer") and Flash ("designer") camps left many designers and beginner programmers more uncertain than ever about their futures. When Flash CS3 Professional was released, the need for a guiding resource didn't dissipate (and, in many cases, increased) , and we knew it was time to develop the book you hold in your hands. We hope this book will help Flash users of all kinds—from curious to intimidated, from eager to experienced—embrace the power and performance of ActionScript 3.0. We hope these pages will ease the transition from whatever prior version, if any, of ActionScript might have been in use, to the biggest architectural change to the language since its inception.

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内容概要

如果你是ActionScript 3.0新手，那么这是一本理想的入门指南。

《学习ActionScript 3.0》讲解了ActionScript和Flash是如何工作的，清晰地描述了基本主题，例如逻辑、事件处理、内容显示、类、把项目迁移到ActionScript 3.0以及很多其他方面。

通过实际练习，你会学到重要的技巧，还会随着内容的深入熟练运用这些技巧。

本书的配套网站包含所有练习的材料，还有附加的小测验测试你对关键概念的掌握情况。

Flash设计师、开发人员和程序员新手将会发现这本内容丰富的指南是无价之宝，能够在本书的带领下适应ActionScript 3.0的陡峭学习曲线。

作者Rich Shupe和Zevan Rosser作为Flash开发人员和讲师，根据他们丰富的经验，揭示了很多你可以用于每天实际工作中的方法。

通过本书，你将学会：

- 协调ActionScript 3.0力量和性能的新方法如何在Flash CS3专业版和Flash播放器中使用ActionScript 3.0
- 人们在使用这门语言中常犯的错误
- 如何格式化文字、使用声音和影像、编写代码画图以及其他内容
- 使用面向过程或者面向对象的技巧编写脚本
- 如何以SWF、图像、文本和XML文件的格式来载入要素和数据
- 不仅局限于简单地堆砌脚本，也包括如何开展一个项目以及哪些资源可以对你有所帮助

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作者简介

作者：（美国）舒普（Rich Shupe）（美国）罗瑟（Zevan Rosser）舒普(Rich Shupe)，从ActionScript诞生之初就开始向各种程度的学生讲授这门语言。

在1995年他创建了自己的培训和软件开发公司FMA。

作为一位在几个技术领域(包括Flash、Director和QuickTime)得到认可的权威人士,Rich是纽约视觉艺术学校计算机艺术系的讲师。

Zevan Rosser是一位从事自由职业的设计师、程序员、咨询师和计算机艺术家。

他在纽约视觉艺术学校和FMA讲授ActionScript和Flash动画课程。

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章节摘录

版权页：插图：Much discussion has been made over the pros and cons of procedural ver-sus object-oriented programming. To touch briefly on this, here is a little background concerning the evolution of ActionScript. ActionScript started as a sequential programming language, meaning that scripting was limited to a linear sequence of instructions telling Flash what to do in a step-by-step manner. This approach to scripting was not terribly flexible and did not promote reuse. As the language evolved, it became a procedural programming language. Like sequential programming, procedural programming relied on a step-by-step set of instructions but introduced a more structured, modular approach to scripting. Procedures, otherwise known as functions (or, sometimes, sub-routines), could be executed again and again as needed from different parts of a project, without copying and pasting copies of the code into the ongoing sequence of instructions. This modularity promoted reuse, and made the code easier to edit and more efficient. Scripters in search of an even greater degree of modularity and reuse gravitated toward object-oriented programming. OOP languages create programs that are a collection of objects. Objects are individual instances of classes——collection of code that are self-contained and do not materially alter or disrupt each other. Dividing code into small capsules, appropriately known as encapsulation, is one of the hallmarks of an OOP language. Another important feature of OOP is inheritance, or the ability to derive classes from parent classes, passing on specific characteristics from the parent. A classic example of OOP structure, and specifically inheritance, defines a set of transportation vehicles. You might start with a generic Vehicle class that includes traits common to all vehicles, such as the basic physics of movement. You might then create three subclasses: GroundVehicle, WaterVehicle, and AirVehicle.

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编辑推荐

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- 使用面向过程或者面向对象的技巧编写脚本
- 如何以SWF、图像、文本和XML文件的格式来载入要素和数据

· 不仅局限于简单地堆砌脚本，也包括如何开展一个项目以及哪些资源可以对你有所帮助

向非传统程序员——网页设计师、Flash图形界面开发人员、ActionScript新手还有喜欢看图解学习的人——讲解所需的一切，以便理解ActionScript是如何工作和怎样把它运用到每天的项目中去。

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