

# ActionScript 2.0 Overview

- The Flash programming language
- “Feels” a lot like Java or JavaScript
  
- Actions
- Built-in library
- Custom classes

## Syntax Guidelines

- Comments — ignored by Flash, meant for the developer: indicated by “//” or “/\* \*/”
- Statements — separated by “;”
- Assignment — use “=”
- Properties — “dot notation”
- Blocks — delimited by “{ }”
- Variables — preceded by “var”
- Functions/methods — “( )” delimits arguments; “{ }” delimits body

# Actions

- Small scripts attached to assorted Flash objects, typically frames
- Convention: frame-based actions live in a layer called “Actions” — executed when movie reaches that frame
- Access named instances (symbols, others), set properties, invoke available methods

# Built-In Library

- Classes: movie clips, buttons, text objects, and many more
- “Globals” — accessible anywhere, anytime, including functions (commands), properties
- Behaviors: canned actions, autogenerated by Flash based on user input

# Custom Classes

- Make your own objects with your own properties
  - By convention, defined in ActionScript files (AS) with the class name
  - Can create completely new class or extend existing ones
  - Public vs. private access
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- Constructor: function that creates an instance of a class
  - Properties: internal variables that differ among instances — they reflect the *state* of an instance
  - Methods: actions that have access to properties — they reflect an instance's *behavior*