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

• 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