

# Questions?

- Project #2
- Homework #5 due today
- Homework #6 out (due April 3)
  
- Study session?

# Flash CS3: ActionScript

- Concepts
  - Everything is an object
  - Classes
  - Variables
  - Functions
  - Typing

# Flash CS3: ActionScript

- Concepts
  - Everything is an object
    - *Object is an instance of a class*
  - Classes define object behavior
    - *Properties*
    - *Methods*
    - *Events*
  - Variables
    - *Hold objects for future reference*
  - Functions
    - *Perform a pre-defined computation*
  - Typing
    - *Support the construction of sound programs*

# Flash CS3: ActionScript

- Basic programming constructs

- Basic instructions

- *Each separated by a “;”*

- Comments

- Dot notation

- *This, Parent*

- Conditional statements

- ```
if ( test > min-grade) {  
    // Actions here executed if test is true  
} else {  
    // Alternative actions here  
}
```

# Flash CS3: ActionScript

- Loops

- For loops

```
var i:int;  
for (i = 1; i <= 10; i++) {  
    // Actions here executed for i = {1,...,10}  
}
```

- While loops

```
var i:int = 1;  
while (i <=10) {  
    // Actions here executed for i = {1,...,10}  
    i++;  
}
```

# Create a Stopwatch with ActionScript

- Specifications
  - Count seconds up to one full day
  - Reset button (to start over)
  - Stop/Start button showing if the clock is running or not