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