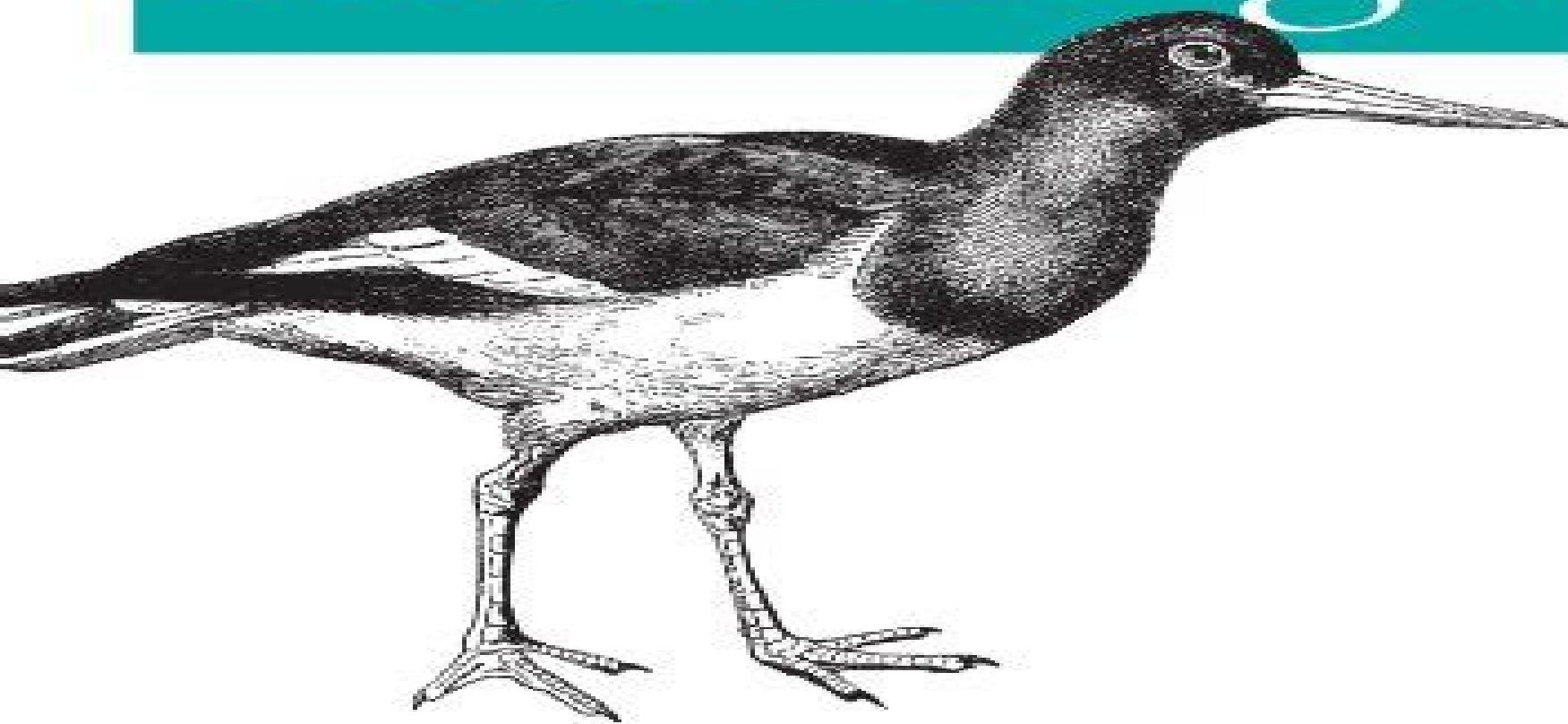


Building Flexible Rich Internet Applications

ActionScript Developer's Guide to

Robotlegs



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Joel Hooks & Stray (Lindsey Fallow)

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Robotlegs is a standout among the ActionScript 3 development frameworks available today With it Flash Flex and AIR developers can create well architected testable and flexible Rich Internet Applications fast This concise guide shows you how the light footprint and focused scope of this open source framework not only solves your immediate coding problems it helps you gain insight into AS3 architecture on a much deeper level The authors provide a walkthrough of specific features in two applications they ve written in Robotlegs complete with code for each application as a whole You ll learn how to achieve a balance of flexibility and consistency in your own projects Solve 80% of your coding problems with 20% of the API Gain code base flexibility with automated Dependency Injection Learn the anatomy of a Robotlegs application Understand the relationships between models services control code and views in the framework s MVCS architecture See how the Robotlegs approach facilitates Test Driven Development TDD Pick up practical methods for architecting Robotlegs solutions Get expert insights to power up your existing Robotlegs code

Learning ActionScript 3.0 Rich Shupe,Zevan Rosser,2010-10-18

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particle systems and apply simple physics Avoid common coding mistakes and reuse code for improved productivity Load SWF image text HTML CSS and XML file formats and more Authors Rich Shupe and Zevan Rosser draw on their experience as Flash developers and instructors to give you a solid ActionScript foundation revealing ways you can use code for practical everyday projects

The ActionScript 3.0 Migration Guide Kris Hadlock,2008 This text shows Web designers and developers how to easily migrate from ActionScript 2 to ActionScript 3 It contrasts the differences between the two and shows how to migrate code to the new version

Learning ActionScript 3.0 Rich Shupe,Zevan Rosser,2007-12-13 In this book authors Rich Shupe and Zevan Rosser share the knowledge they ve gained from their years as multimedia developers designers and teachers Learning ActionScript 3 0 gives you a solid foundation in the language of Flash and demonstrates how you can use it for practical everyday projects The authors do more than just give you a collection of sample scripts Written for those of you new to ActionScript 3 0 the book describes how ActionScript and Flash work giving you a clear look into essential topics such as logic event handling displaying content migrating legacy projects to ActionScript 3 0 classes and much more You will learn important techniques through hands on exercises and then build on those skills as chapters progress ActionScript 3 0 represents a significant change for many Flash users and a steeper learning curve for the uninitiated This book will help guide you through a variety of scripting scenarios Rather than relying heavily on prior knowledge of object oriented programming OOP topics are explained in focused examples that originate in the timeline with optional companion classes for those already comfortable with their use As chapters progress the book introduces more and more OOP techniques allowing you to choose which scripting approach you prefer Learning ActionScript 3 0 reveals New ways to harness the power and performance of AS3 Common mistakes that people make with the language Essential coverage of text sound video XML drawing with code and more Migration issues from AS1 and AS2 to AS3 Simultaneous development of procedural and object oriented techniques Tips that go beyond simple script collections including how to approach a project and which resources can help you along the way The companion web site contains material for all the exercises in the book as well as short quizzes to make sure you re up to speed with key concepts ActionScript 3 0 is a different animal from previous versions and Learning ActionScript 3 0 teaches everything that web designers GUI based Flash developers and those new to ActionScript need to start using the language

The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash David Stiller,Rich Shupe,Jen deHaan,Darren

Richardson,2008-12-08 No matter what your background the pages that follow will provide you with some excellent knowledge insight and even a little bit of wisdom in the realm of Flash and ActionScript Happy learning Branden Hall from the Foreword Written by Flash insiders with extensive knowledge of the technology this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2 0 to the new object oriented ActionScript 3 0 quickly and painlessly Formatted so you can find any topic easily ActionScript 3 0 Quick Reference Guide explains Object oriented

programming OOP concepts such as packages and classes ActionScript 3 0 features and player enhancements that improve performance Workflow differences between ActionScript 2 0 and ActionScript 3 0 including tools code editing component sets and image and font rendering Where did it go A guide to help you find familiar features in ActionScript 3 0 such as global functions operators properties and statements How do I Step by step solutions for performing tasks with ActionScript 3 0 including input sound video display events text and more Also included are overviews of Flash and ActionScript features and workflows ActionScript 3 0 is a huge upgrade to Flash s programming language and this guide helps you upgrade your skills to match it [ActionScript 3.0 Migration Guide: Making the Move from ActionScript 2.0](#) Kris Hadlock,2008

[ActionScript 3.0](#) Derrick Ypenburg,2010-04-26 ActionScript is the programming language integral to the Adobe Technology Platform It began as a simple scripting language for creating interactivity and animation in Flash but is now used to create full featured Web applications not only in Flash but in Flex ActionScript 3 introduced with Flex 2 is now a full fledged object oriented programming language and the need for teaching materials for both newcomers and veterans is great This task based tutorial is for students with no programming experience as well as those programmers who have learned earlier versions of the programming language and now need to learn the new version The book walks a reader through all the fundamentals then moves on to creating interactivity working with data looping and decision making programming visualizations and working with multimedia It s a complete end to end tutorial **Essential ActionScript 3.0** Colin Moock,2007-06-22 ActionScript 3 0 is a huge upgrade to Flash s programming language The enhancements to ActionScript s performance feature set ease of use cleanliness and sophistication are considerable Essential ActionScript 3 0 focuses on the core language and object oriented programming along with the Flash Player API Essential ActionScript has become the 1 resource for the Flash and ActionScript development community and the reason is the author Colin Moock Many people even refer to it simply as The Colin Moock book And for good reason No one is better at turning ActionScript inside out learning its nuances and capabilities and then explaining everything in such an accessible way Colin Moock is not just a talented programmer and technologist he s also a gifted teacher Essential ActionScript 3 0 is a radically overhauled update to Essential ActionScript 2 0 True to its roots the book once again focuses on the core language and object oriented programming but also adds a deep look at the centerpiece of Flash Player s new API display programming Enjoy hundreds of brand new pages covering exciting new language features such as the DOM based event architecture E4X and namespaces all brimming with real world sample code The ActionScript 3 0 revolution is here and Essential ActionScript 3 0 s steady hand is waiting to guide you through it Adobe Developer Library is a co publishing partnership between O Reilly Media and Adobe Systems Inc and is designed to produce the number one information resources for developers who use Adobe technologies Created in 2006 the Adobe Developer Library is the official source for comprehensive learning solutions to help developers create expressive and interactive web applications that can reach virtually anyone on any platform With top notch

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how to use Mylyn to connect to your favourite bug issue tracker Google Code Mantis and how to manage your open issues

ActionScript Colin Moock,2001 *Game Development with ActionScript* Lewis Moronta,2003 Automating

ActionScript Projects with Eclipse and Ant Sidney De Koning,2012 Automating repetitive programming tasks is easier than many Flash AS3 developers think With the Ant build tool the Eclipse IDE and this concise guide you can set up your own ultimate development machine to code compile debug and deploy projects faster You ll also get started with versioning systems such as Subversion and Git Create a consistent workflow for multiple machines or even complete departments with the help of extensive Ant code samples If you want to work smarter and take your skills to a new level this book will get you on the road to automation with Ant Set up your

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edition on all the latest features and capabilities of ActionScript 3 0 and Flash Player 10 ActionScript is a popular programming language used primarily for the development of Web sites and software This update to the successful previous version introduces you to all the exciting new capabilities of ActionScript 3 0 You ll see how ActionScript 3 0 goes beyond its primary use of scripting Flash animations and is now an object oriented evolution that runs ten times faster than previous versions and can be used in Adobe s new platforms including Flex and AIR Hands on instruction and step by step tutorials enhance your learning process as you discover everything you need to know in order to harness the power of ActionScript 3 0 You ll learn the nitty gritty of building Rich Internet Applications RIA and the ins and outs of putting the new features of ActionScript 3 0 to work for you ActionScript 3 0 goes beyond its original role as a scripting language and has added development features incredible speed and the ability to work with Flex and AIR Shows you how to apply advanced graphic effects using Pixel Blender Demonstrates the all new text and typography capabilities Addresses your new enhanced control over dynamic sound Explains templated types and new vector data structures ActionScript 3 0 Bible offers you a soup to nuts guide on all things ActionScript 3 0 so you can get started working with it immediately

Fundamentals of Actionscript 3.0 Doug Winnie,2011 *Object-oriented Programming with ActionScript 2.0* Jeff Tapper,James Talbot,Robin Haffner,2004

Updated to cover the functionality and ActionScripting changes that have come with the release of Flash MX Professional 2004 this edition brings more clarity to the use of object oriented programming for developing Flash applications Topics include object design basic patterns using components and debugging applications all covered with a backdrop of a sample application

Unveiling the Magic of Words: A Report on "**Actionscript Developers Guide To Robotlegs**"

In a world defined by information and interconnectivity, the enchanting power of words has acquired unparalleled significance. Their ability to kindle emotions, provoke contemplation, and ignite transformative change is really awe-inspiring. Enter the realm of "**Actionscript Developers Guide To Robotlegs**," a mesmerizing literary masterpiece penned by a distinguished author, guiding readers on a profound journey to unravel the secrets and potential hidden within every word. In this critique, we shall delve into the book's central themes, examine its distinctive writing style, and assess its profound effect on the souls of its readers.

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