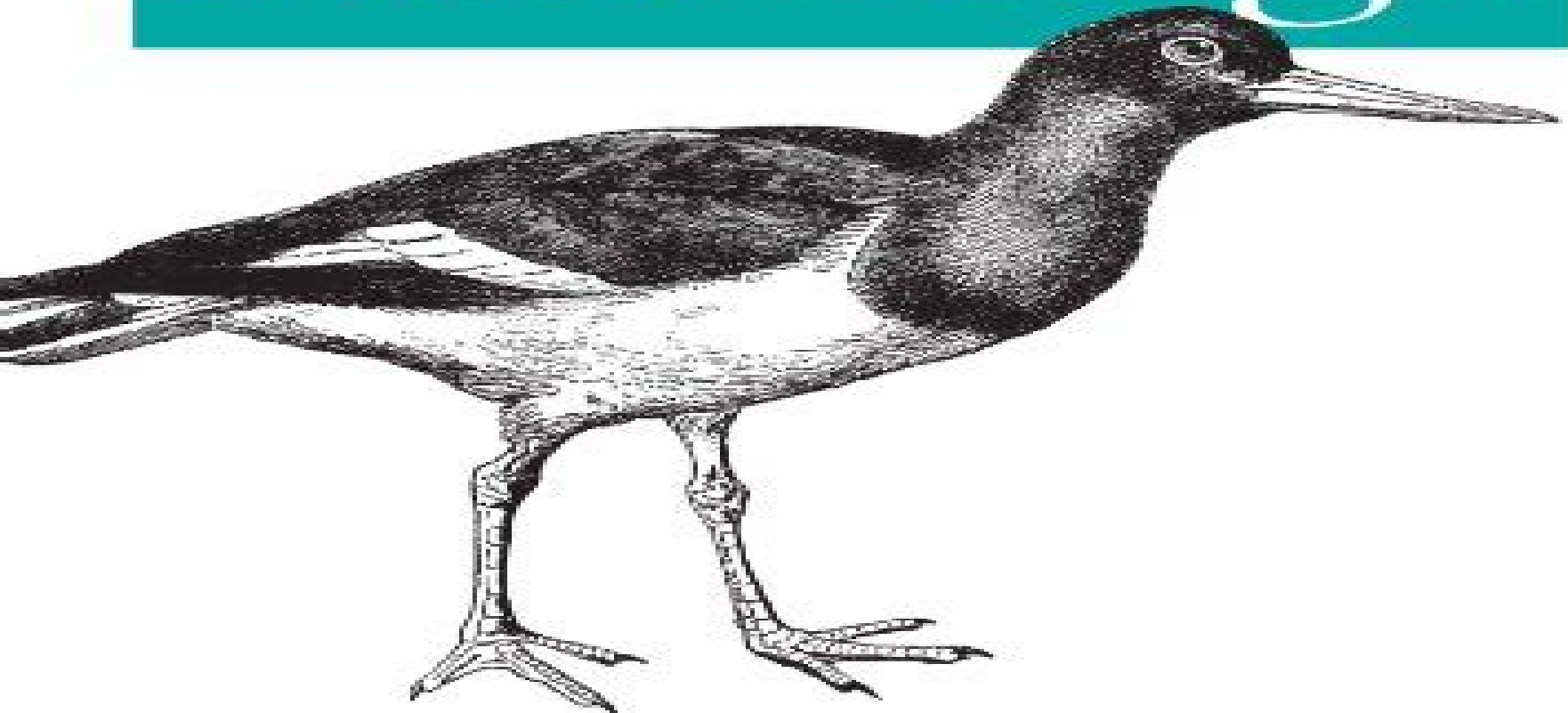


Building Flexible Rich Internet Applications

ActionScript Developer's Guide to

Robotlegs



O'REILLY®

Joel Hooks & Stray (Lindsey Fallow)

Actionscript Developers Guide To Robotlegs

**David Stiller, Rich Shupe, Jen
deHaan, Darren Richardson**



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ActionScript Developer's Guide to Robotlegs Joel Hooks, Lindsey Fallow, 2011-08-15 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

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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

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