

Advanced Actionscript With Design Patterns Danny Patterson

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Advanced Actionscript With Design Patterns
You'll learn how to apply design patterns as solutions to common programming scenarios. Beyond a reference, Advanced ActionScript with Design Patterns is a practical guide complete with sample mini-applications illustrating each design pattern. Table of Contents: Part I - Successful Projects 1. How to Design Applications 2. Programming to Interfaces

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AdvancED ActionScript 3.0 is a fresh look and new approach to utilizing valuable, structural techniques and methods that are commonly used in the field of rich interactive application development. With each method broken down into different strategized explanations, you'll find the approach most suitable for you. Whether it is an example you can utilize as-is, or one you can start with and develop further, you will have a glossary of definitions and organizational concepts at your fingertips. Object-oriented programming (OOP) and design patterns are not new to the field, but can often be overlooked in their value. They are, at times, not only overwhelming to learn, but difficult to put into practice. However, they are useful because they create a structure that can be broken down, rebuilt, and reused. Provides the building blocks required for the implementation of OOP Addresses problems and concerns regarding OOP Offers solutions on how to approach and utilize OOP

Today's ActionScript-based applications require increasingly sophisticated architectures and code. This book aids intermediate and advanced ActionScript developers in learning how to plan and build applications more effectively. You'll learn how to apply design patterns as solutions to common programming scenarios. Beyond a reference, Advanced ActionScript with Design Patterns is a practical guide complete with sample mini-applications illustrating each design pattern. Table of Contents: Part I - Successful Projects 1. How to Design Applications 2. Programming to Interfaces Part II - Patterns 3. MVC 4. Singleton 5. Factory (Abstract Factory and Factory Method) 6. Proxy 7. Iterator 8. Composite 9. Decorator 10. Command 11. Memento 12. State Part III - Advanced ActionScript Topics 13. Working with Events 14. Sending and Loading Data 15. E4X (XML) 16. Regular Expressions

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Now that ActionScript is reengineered from top to bottom as a true object-oriented programming (OOP) language, reusable design patterns are an ideal way to solve common problems in Flash and Flex applications. If you're an experienced Flash or Flex developer ready to tackle sophisticated programming techniques with ActionScript 3.0, this hands-on introduction to design patterns is the book you need. ActionScript 3.0 Design Patterns takes you step by step through the process, first by explaining how design patterns provide a clear road map for structuring code that actually makes OOP languages easier to learn and use. You then learn about various types of design patterns and construct small abstract examples before trying your hand at building full-fledged working applications outlined in the book. Topics in ActionScript 3.0 Design Patterns include: Key features of ActionScript 3.0 and why it became an OOP language OOP characteristics, such as classes, abstraction, inheritance, and polymorphism The benefits of using design patterns Creational patterns, including Factory and Singleton patterns Structural patterns, including Decorator, Adapter, and Composite patterns Behavioral patterns, including Command, Observer, Strategy, and State patterns Multiple design patterns, including Model-View-Controller and Symmetric Proxy designs During the course of the book, you'll work with examples of increasing complexity, such as an e-business application with service options that users can select, an interface for selecting a class of products and individual products in each class, an action game application, a video record and playback application, and many more. Whether you're coming to Flash and Flex from Java or C++, or have experience with ActionScript 2.0, ActionScript 3.0 Design Patterns will have you constructing truly elegant solutions for your Flash and Flex applications in no time.

AdvancED ActionScript 3.0 is a fresh look and new approach to utilizing valuable, structural techniques and methods that are commonly used in the field of rich interactive application development. With each method broken down into different strategized explanations, you'll find the approach most suitable for you. Whether it is an example you can utilize as-is, or one you can start with and develop further, you will have a glossary of definitions and organizational concepts at your fingertips. Object-oriented programming (OOP) and design patterns are not new to the field, but can often be overlooked in their value. They are, at times, not only overwhelming to learn, but difficult to put into practice. However, they are useful because they create a structure that can be broken down, rebuilt, and reused. Provides the building blocks required for the implementation of OOP Offers solutions on how to approach and utilize OOP

Build server-side applications more efficiently—and improve your PHP programming skills in the process—by learning how to use design patterns in your code. This book shows you how to apply several object-oriented patterns through simple examples, and demonstrates many of them in full-fledged working applications. Learn how these reusable patterns help you solve complex problems, organize object-oriented code, and revise a big project by only changing small parts. With Learning PHP Design Patterns, you`ll learn how to adopt a more sophisticated programming style and dramatically reduce development time. Learn design pattern concepts, including how to select patterns to handle specific problems Get an overview of object-oriented programming concepts such as composition, encapsulation, polymorphism, and inheritance Apply creational design patterns to create pages dynamically, using a factory method instead of direct instantiation Make changes to existing objects or structure without having to change the original code, using structural design patterns Use behavioral patterns to help objects work together to perform tasks Interact with MySQL, using behavioral patterns such as Proxy and Chain of Responsibility Explore ways to use PHP` s built-in design pattern interfaces

This book is a compilation of advanced ActionScript 3.0 animation techniques for any user creating games, user interaction, or motion control with ActionScript. It's an anthology of topics that follow from the author's earlier book, Foundation ActionScript 3.0 Animation: Making Things Move, and things that became possible in version 10 of Flash Player. This book covers a diverse selection of topics that don't necessarily lead one into the other. You don't need to start with Chapter 1 and read it cover to cover. Just start with any chapter that looks interesting and jump around as you see fit. In this book, you'll find chapters on advanced collision detection, artificial intelligence and steering behaviors, isometric projection, using the camera and microphone for input, 3D, and much, much more. AdvancED ActionScript 3.0 Animation is also more experimental in nature. The techniques shown here might not be the best way to do things, but they should work well and get you started in your own efforts to achieve a perfect implementation. In fact, many of the chapters can be seen as introductions to very complex topics that could fill a whole book by themselves. Many of these subjects have been extensively covered elsewhere, but not necessarily targeted for Flash or ActionScript 3.0. So it took a fair amount of work to pull the data together and get it all working and explain it all clearly in ActionScript. This book will inspire you to find out about subjects that you might not have considered before, acting as a springboard into your own research into the possibilities of ActionScript 3.0.

Well before Ajax and Microsoft's Windows Presentation Foundation hit the scene, Macromedia offered the first method for building web pages with the responsiveness and functionality of desktop programs with its Flash-based "Rich Internet Applications". Now, new owner Adobe is taking Flash and its powerful capabilities beyond the Web and making it a full-fledged development environment. Rather than focus on theory, the ActionScript 3.0 Cookbook concentrates on the practical application of ActionScript, with more than 300 solutions you can use to solve a wide range of common coding dilemmas. You'll find recipes that show you how to: Detect the user's Flash Player version or their operating system Build custom classes Format dates and currency types Work with strings Build user interface components Work with audio and video Make remote procedure calls using Flash Remoting and web services Load, send, and search XML data And much, much more ... Each code recipe presents the Problem, Solution, and Discussion of how you can use it in other ways or personalize it for your own needs, and why it works. You can quickly locate the recipe that most closely matches your situation and get the solution without reading the whole book to understand the underlying code. Solutions progress from short recipes for small problems to more complex scripts for thornier riddles, and the discussions offer a deeper analysis for resolving similar issues in the future, along with possible design choices and ramifications. You'll even learn how to link modular ActionScript pieces together to create rock-solid solutions for Flex 2 and Flash applications. When you're not sure how ActionScript 3.0 works or how to approach a specific programming dilemma, you can simply pick up the book, flip to the relevant recipe(s), and quickly find the solution you're looking for. 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 books and innovative online resources covering the latest in rich Internet application development, the Adobe Developer Library offers expert training and in-depth resources, straight from the source.

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