



ActionScript Syntax

first class & anonymous functions

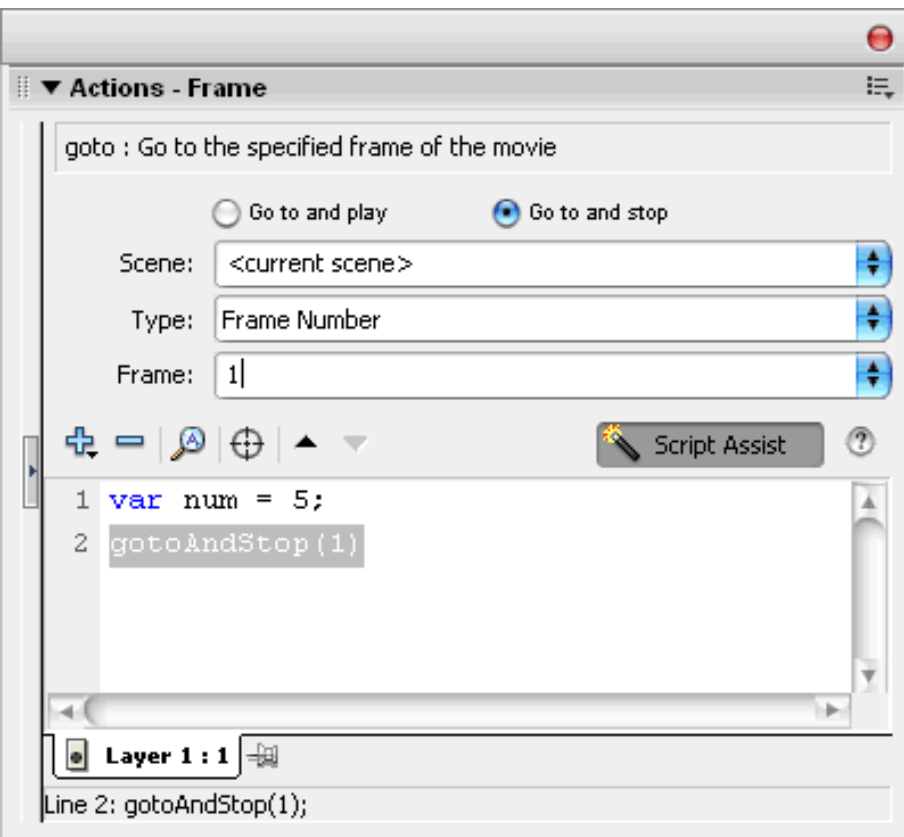
```
test(  
    function(s:String){  
        trace(s);  
    }  
);  
  
function test(a:Function) {  
    a.call(this, ["hey guys what's going on here~"] );  
    trace("HOLY MERDE");  
}
```

It's actually kinda in java too.



What is ActionScript?

Introduced with Flash Player 2 as a way to control animations.



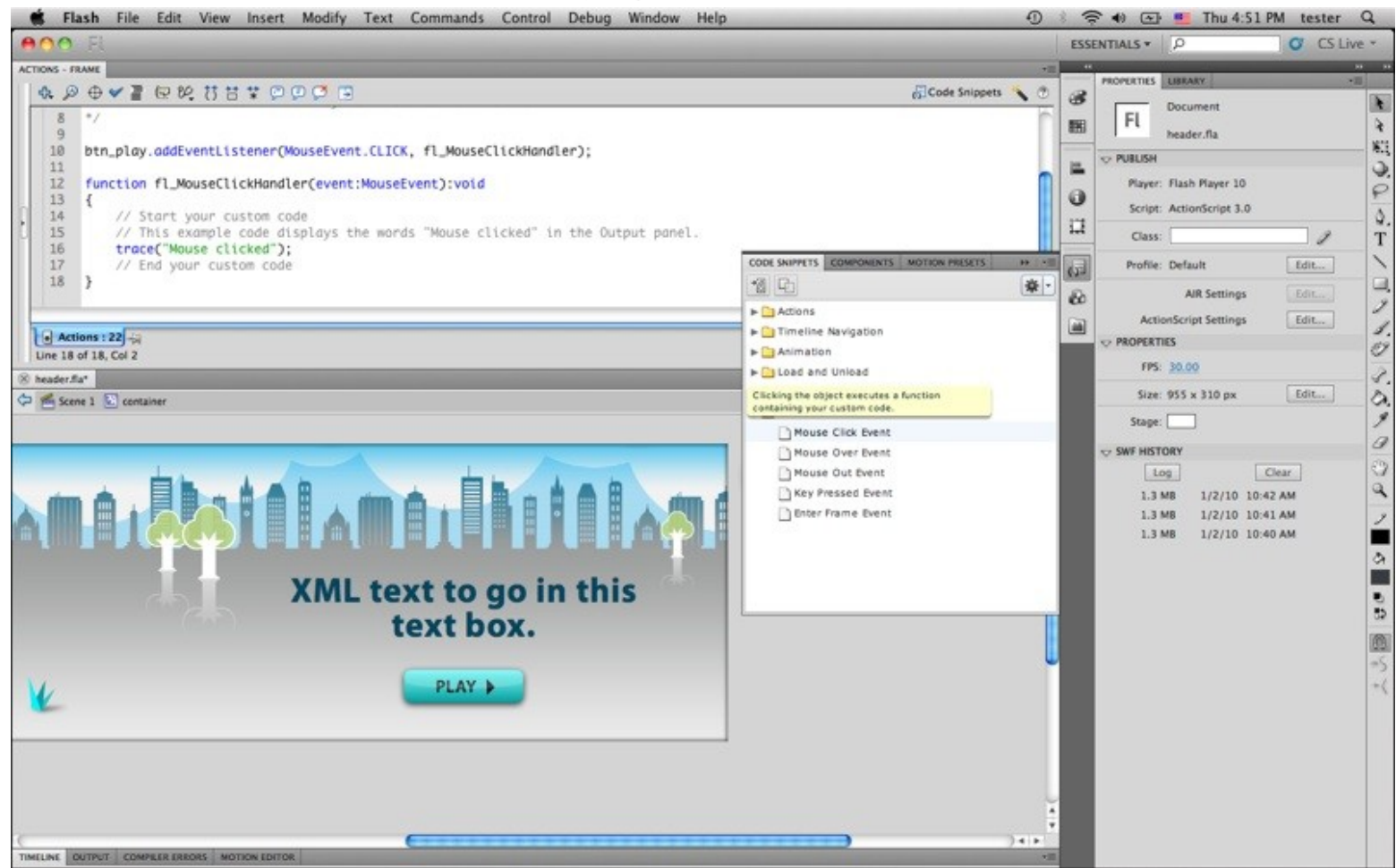
Initially only supported very simple functions related to animation such as:

```
gotoAndPlay();  
gotoAndStop();  
nextFrame();  
nextScene();
```

All related to timeline manipulation.



Flash CS5



A full IDE (like eclipse) and animation software (sorta like PowerPoint)

(We'll be using the programming part)





ActionScript Syntax

new object declaration + inheritance

Given:

```
public class Pond {  
  
    public function swim() {  
        trace("splash!");  
    }  
  
}  
  
public class Ocean extends Pond {  
  
    public override function swim() {  
        trace("drown!");  
    }  
  
}
```

Note: There are simply no constructor overloads.

(Almost) the same as java.



ActionScript Syntax

arrays

Works like a combination of ArrayList and Stack from java.
(or just a php/javascript array)

Make

```
var a:Array = [];  
var b:Array = new Array();  
var c:Array = [1, 2, 3];  
var d:Array = new Array(1, 2, 3);
```

Set

```
a[0] = "look ma no bounds checking";  
b.push("checkem"); //adds in like a stack
```

Get

```
var i:Number = c[0]  
d.pop(); //removes like in a stack
```

(Kinda) different from java.



ActionScript Syntax

new object declaration + inheritance

```
var lakeWashington:Pond = new Pond();  
lakeWashington.swim(); //splash!
```

```
var chunnel:Ocean = new Ocean();  
chunnel.swim(); //drown!
```

(Almost) the same as java.