Contents

Acknowledgments ..... *xiii*

Introduction ..... *xv*

This Is Not Just Another Flash Book ..... *xv*
The Purpose of This Book ..... *xv*
How to Use This Book ..... *xvi*
Basic Requirements ..... *xvi*
What's New? ..... *xvii*

Part One OOP and ActionScript *1*

Chapter 1 Part One Overview *3*

Chapter 2 ..... *3*
Chapter 3 ..... *3*
Chapter 4 ..... *4*

Chapter 2 Introduction to OOP *5*

The Scoop on OOP *5*
Understanding Basic OOP Concepts *7*
What's Next? *12*

Chapter 3 Concepts for Beginning Programmers *13*

About Programming Slang *13*
The Building Blocks of Programming *14*
OOP Concepts *17*
What's Next? *18*

Chapter 4 Flash ActionScript Programming *19*

About Comments *19*
About Style *20*
The Building Blocks of Programming *24*
OOP Concepts *36*

Variations on ActionScript Syntax *39*
Flash ActionScript Trouble Spots *41*
What's Next? *44*

Part Two Flash OOP Basics *45*

Chapter 5 Part Two Overview and Setup *47*

Overview *47*
Checkpoint *48*
New Project Setup *51*
What's Next *55*

Chapter 6 Planning *57*

The Importance of Planning *57*
Planning Flash Encapsulation *59*
Planning Flash Inheritance *62*
What's Next? *65*

Chapter 7 Encapsulation *67*

Building the Parts *67*
Writing the Code *75*
Improving the Code *81*
Encapsulation Summary *86*
What's Next? *87*

Chapter 8 Classes *89*

Classes vs. Prototypes *89*
Implementing a Class *96*
Including External Code *101*
Publishing the Document *105*
What's Next? *107*

Chapter 9 Inheritance *109*

About Class Hierarchy *109*
A Quick Inheritance Test *110*
The Bouncer Class *113*
The Gravity Class *127*
Publishing the Document *133*

Inheritance Summary *134*
What's Next? *135*

Chapter 10 Polymorphism *137*

Editing the Parts *137*
Publishing the Document *147*
Polymorphism Summary *148*
What's Next? *150*

Part Three Building a Dynamic Framework *151*

Chapter 11 Part Three Overview *153*

Chapter 12 ..... *153*
Chapter 13 ..... *153*
Chapter 14 ..... *153*
Chapter 15 ..... *153*

Chapter 12 MovieClip Class Extensions *155*

Why MovieClip Extensions? *156*
Creating a Test Template *156*
Creating a Test Document *163*
Writing the Extension Functions *163*
Testing the Extension Functions *173*
Exporting the Extension Functions *176*
What's Next? *177*

Chapter 13 Classes for Dynamic Content *179*

Flash Document Levels *179*
The MovieManager Class *180*
The ClipDragger Class *185*
Class Updates *191*
What's Next? *206*

Chapter 14 Services for Dynamic Content *207*

Creating a Service Template *208*
Building the Service Manager *210*
Testing the Service Manager *212*
What's Next? *215*

Chapter 15 Testing the Framework 217

Building a Dynamic Project 217
Publishing the Document 236
What's Next? 237

Part Four Extending the Dynamic Framework 239

Chapter 16 Part Four Overview 241

Chapter 17 241
Chapter 18 241
Chapter 19 241
Chapter 20 242

Chapter 17 Additional MovieClip Class Extensions 243

Adding the New Extensions 243
Testing the New Extensions 247
Updating the ServiceManager 249
About the New Extensions 249
What's Next 253

Chapter 18 The MenuItem Class 255

Building the Menu Service 255
Introducing Dynamic Class Registration 258
The MenuItem Class 262
What's Next 274

Chapter 19 The Menu Class 275

Writing the Public Functions 275
Writing the Private Functions 287
Menu Class Documentation 307
What's Next 309

Chapter 20 The MenuBar Class 311

Inheriting the Menu Class 311
Overriding the Menu Class 312

Testing the MenuBar Class *314*
MenuBar Class Documentation *319*
What's Next *320*

Part Five XML in Flash *321*

Chapter 21 Part Five Overview *323*

Chapter 22 ..... *323*
Chapter 23 ..... *323*
Chapter 24 ..... *323*
Chapter 25 ..... *323*
Chapter 26 ..... *323*
About XML and the Menu Service *324*

Chapter 22 Introduction to XML *327*

What Is XML? *327*
What Are the Rules? *327*
What's Next *335*

Chapter 23 Using XML in Flash *337*

Testing the XML Class *337*
Checking XML in Flash *349*
What's Next *352*

Chapter 24 XML Class Extensions *353*

Processing XML Document Nodes *353*
Updating the ServiceManager *363*
Documenting the XML Class Extensions *364*
What's Next *365*

Chapter 25 Finishing the XML Menu Service *367*

Creating the XML File *367*
Updating the Menu Service *368*
Testing the Menu Service *375*
Publishing the Document *376*
The Icing on the Cake *377*
What's Next *378*

Chapter 26 Reusing the XML Menu Service 379

Building a Dynamic Menu Template 379
Demonstrating Reuse 380
What's Next? 384

Part Six Appendixes 387

Appendix A New Features Overview 389

ActionScript LoadVars Class 390
ActionScript switch Keyword 390
Code Hints 391
Creating Empty MovieClips 394
Dynamic Image Support 395
Digital Video Support 395
Interval Callback Functions 398
MovieClip Events 399
Shared Objects 399
System Capabilities 405

Appendix B Interacting with a Web Server 409

Installing Microsoft IIS 409
Web Server Communications 418

Appendix C Movie Clip Events 429

Find the Event Handler 430

Appendix D Reference 433

Documentation 433
Code Listings 450

Index 471