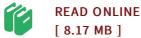




## ActionScript 3.0 Game Programming University (2nd Revised edition)

By Gary Rosenzweig

Pearson Education (US). Paperback. Book Condition: new. BRAND NEW, ActionScript 3.0 Game Programming University (2nd Revised edition), Gary Rosenzweig, Learn ActionScript 3.0 the fun way, by creating 16 great games: real, robust games not just "web toys"! \* Highly-rated ActionScript tutorial, now with seven new 3D and card games! \* Code and techniques easily adaptable to training, advertising, and more \* For Flash artists learning ActionScript, Flash programmers seeking to create games, and upgraders from ActionScript 1.0/2.0. \* Includes a chapter on developing games in Flash for the iPhone! Gary Rosenzweig's ActionScript 3.0 Game Programming University, Second Edition is the best hands-on tutorial for learning ActionScript 3.0, the programming language behind Flash Professional CS5. You will master all the basics of ActionScript programming by building 16 robust games. One step at a time, you'll learn techniques (and get tested code) that can be adapted to virtually any project, from games to training and advertising. The first edition earned widespread raves; Rosenzweig has now updated it with seven brand-new games that teach even more valuable ActionScript 3.0 skills and techniques. You will first learn how Flash and ActionScript 3.0 work together, the elements of an ActionScript program, and how to...



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