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exploring the use of ActionScript to create interactive games and including an accompanying CD ROM Original Intermediate

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for Multiplayer Games and Virtual Worlds Makar, 2009 **Game Programming All in One** De Sousa Staff, 2002-02-01

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ActionScript 3.0 Design Patterns William Sanders, Chandima Cumaranatunge, 2007-10-08 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

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