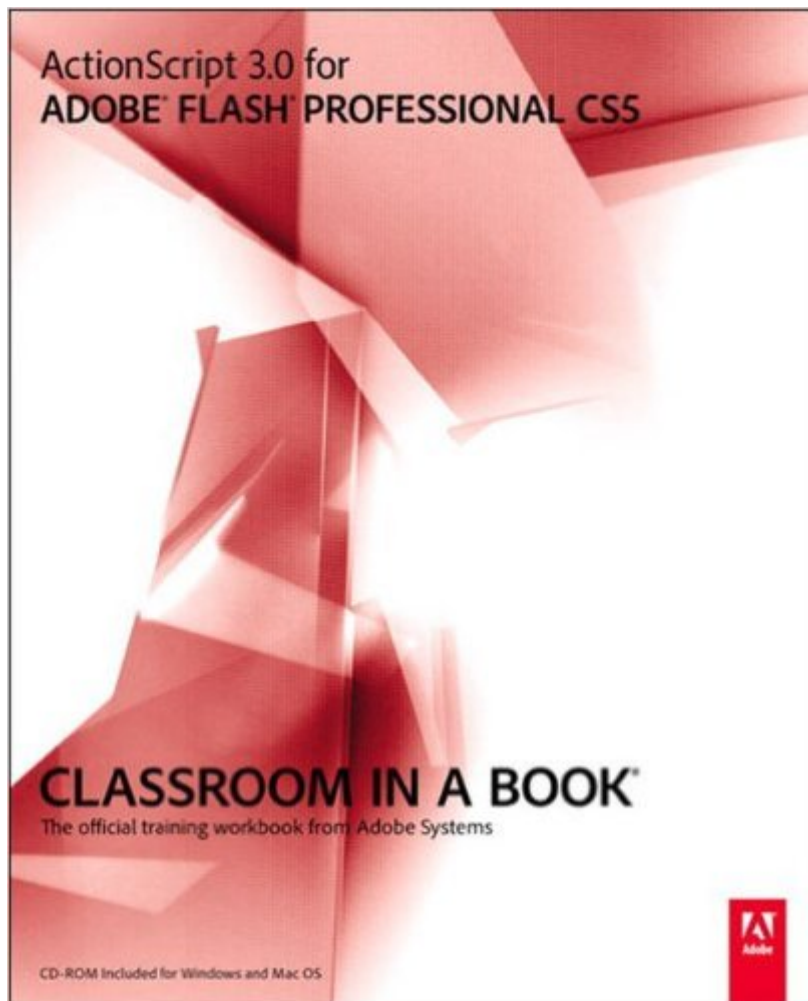# ActionScript 3.0 For Adobe Flash Professional CS5 Classroom In A Book

Synopsis

This is the eBook version of the printed book. This project-based guide from Adobe will teach readers all they need to know to create engaging interactive content with ActionScript 3.0 for Flash Professional CS5. Using step-by-step instructions with projects that build on the knowledge acquired in each lesson, readers will learn the fundamentals of adding interactivity to Flash files using ActionScript, starting with using prewritten Code Snippets, but progressing to customizing and writing their own ActionScript code. The tutorials start with simple navigation and timeline control and progress through controlling animation with ActionScript; using Event Listeners and writing event-handling functions; and controlling loading of and interaction with data, text, video, sound, and images. Readers will also learn to use third-party libraries and create Adobe Air applications. This Classroom in a Book also covers the improved text-handling tools that are new to Flash Professional CS5. The companion CD provides users with all the sample files they need to complete all the projects.

Book Information

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Customer Reviews

I am not finished with this book yet but only a couple chapters in, it is really making this language make sense to me. Coupled with CS5 snippets, I am finally getting this language. The step by step, line by line coding, giving explanation while you write it, really helps me to retain the knowledge.. The setup before, and review and quiz at the end of each lesson also helped to stamp the knowledge into my brain.I have several AS3 books, and all I can say is, this is the book that is actually "sticking". So far, anyway.When I finish it I will try to update this review. But so far it is great!

I have no experience with computer programming, but wanted to finally use Action Script 3 in Flash CS6. Other books will no doubt help as I get the hang of it, but this is the book that actually made Action Script 3 understandable and usable. It is very clearly written and the practice lessons on the CD are very helpful. I had first bought the Kindle version, but it turns out that there is no way to get the lesson files with that. Perhaps Adobe will make it possible for Kindle users to download the lesson files, but for now, buy the printed version of the book (which has the CD inside the back cover).

While I purchased this book at a local bookstore, I just thought I'd pass along some information to help future buyers. ActionScript 3 is my first real attempt at programming. That being said, I'm not computer illiterate in the least. While this book has been helping me to get the language down, it does have a few errors that have cost me a couple hours needlessly. Whoever edited the book apparently has no eye for coding. Several snippets of code are left out in the pages. This gives you error messages which, if you know nothing about coding, leaves you befuddled. You look back over the text multiple times, trying to notice a discrepancy in your work, only for none to be found. Then you look at the code files that come with the CD, and see being to see the omissions. It seems very unprofessional. However, there is a good side to their mistakes. Having to figure out what is wrong seems to, perhaps, allow the stuff to sink in better. Gotta really understand what you're looking at before you can understand what's wrong.

This is indeed a great book to be used by both trainers & trainees. It covers the most important subjects in AS3. It is detailed and, this way, helpful to quickly answer to student's questions. In general, it is a must to have this book. Just have to point a draw-back in the chapter 8: After you use the components in the formatClip this one cannot be made invisible any more. I hope, in the near-future, Adobe fully tests their book-examples in order to prevent uncomfortable class-moments!

ordered for up-coming College Class on ActionScript 3.0. Books from Adobe do provide a quick way to get you started with anyone of their software programs. One thing in common that the Adobe Books have is a lack of quick reference to look up a step, you practically have to redo a project to learn how you did a step. Would love to see a quick reference for the common steps listed in the back of each book.

Any of the Adobe Pro CS5 and CS6 books are great. just start from the beginning and master each chapter. You won't regret the buy. Make sure you get a copy with the disc. That is important! I'd recommend this to anyone interested in any of the Adobe Suite classroom books! Remember, you must have Action Script already on your computer, otherwise this information is useless. So go to Adobes website and download it and if you are a student or teacher, they are wonderful about giving great discounts.

I used this book (together with the book in the same series for the base Flash product) for a course at a community college in the web technologies program. I had been a software developer for many years but had never done anything in Flash. Adobe has created a powerful language and this book really helps you harness the power. With my experience, some of the material (conditional statements, loops, etc.) was a little rudimentary but it was written so that a reader with less programming experience would not feel neglected. I don't know how well the author accomplished this goal, however. Some students in my class did not have as much prior experience and really struggled. In the class, we did do a lot of original work where we had to actually apply what we learned from the material in the book (especially through performing the exercises - they rocked!). I had an absolute ball with the ActionScript portion of the class but I know some students were really challenged. Personally, I think some basic programming experience (perhaps an introductory Java programming class) would be really helpful before tackling this book.I highly recommend this book if you're interested in learning Flash. The Flash product itself is WICKED EXPENSIVE - try to find a college that uses the book so you can get a student discount. Sure, you'll have to pay for the class too but it would probably still be cheaper than the regular Flash product without a discount. Yeah, it's that expensive!!Oh, if you're doing more with Adobe products (Photoshop, Dreamweaver, etc.), you might look at one of the CS5 bundles rather than buying individual products like I did. :(

ActionScript 3.0 for Adobe Flash Professional CS5 Classroom in a Book The Web Collection

Revealed Standard Edition: Adobe Dreamweaver CS5, Flash CS5 and Fireworks CS5 (Adobe Creative Suite) The Web Collection Revealed: Adobe Dreamweaver CS5, Flash CS5, Fireworks CS5, Standard Edition The Graphic Designer's Digital Toolkit: A Project-Based Introduction to Adobe Photoshop CS5, Illustrator CS5 & InDesign CS5 (Adobe Creative Suite) Flash Professional CS5 and Flash Catalyst CS5 For Dummies After Effects for Flash / Flash for After Effects: Dynamic Animation and Video with Adobe After Effects CS4 and Adobe Flash CS4 Professional Dreamweaver CS5 Digital Classroom, (Covers CS5 and CS5.5) ActionScript 3.0 for Adobe Flash CS3 Professional Hands-On Training Adobe Dreamweaver CS5: Complete (Adobe CS5 â " Shelly Cashman Series®) Flash Professional CS5 Digital Classroom, (Book and Video Training) Adobe Flash Professional CC Classroom in a Book (2014 release) Adobe Flash Professional CS6 Classroom in a Book New Perspectives on Adobe Flash Professional CS6, Introductory (Adobe CS6 by Course Technology) Adobe Flash Professional CS6 Illustrated with Online Creative Cloud Updates (Adobe CS6 by Course Technology) Adobe After Effects CS5 Digital Classroom, (Book and Video Training) Adobe After Effects CS5 Classroom in a Book Adobe Dreamweaver CS5 Classroom in a Book Adobe Illustrator CS5 Classroom in a Book Adobe InDesign CS5 Classroom in a Book Adobe Premiere Pro CS5 Classroom in a Book

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