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");
}
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:

```javascript
var num = 5;
gotoAndStop(1);
```

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:

```java
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

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

Set

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

Get

```javascript
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.