Essential ActionScript 3.0: ActionScript 3.0 Programming Fundamentals

By Colin Moock

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ActionScript 3.0 is a huge upgrade to Flash's programming language. The enhancements to ActionScript's performance, feature set, ease of use, cleanliness, and sophistication are considerable. *Essential ActionScript 3.0* focuses on the core language and object-oriented programming, along with the Flash Player API.*Essential ActionScript* has become the #1 resource for the Flash and ActionScript development community, and the reason is the author, Colin Moock. Many people even refer to it simply as "The Colin Moock book."

And for good reason: No one is better at turning ActionScript inside out, learning its nuances and capabilities, and then explaining everything in such an accessible way. Colin Moock is not just a talented programmer and technologist; he's also a gifted teacher.

Essential ActionScript 3.0 is a radically overhauled update to *Essential ActionScript 2.0*. True to its roots, the book once again focuses on the core language and object-oriented programming, but also adds a deep look at the centerpiece of Flash Player's new API: display programming. Enjoy hundreds of brand new pages covering exciting new language features, such as the DOM-based event architecture, E4X, and namespaces--all brimming with real-world sample code.

The ActionScript 3.0 revolution is here, and *Essential ActionScript 3.0*'s steady hand is waiting to guide you through it.

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About the Author

Colin Moock is an independent ActionScript expert whose world-renowned books have educated Flash programmers since 1999. He is the author of the canonical "Essential ActionScript 2.0" (O'Reilly, 2004) and "ActionScript for Flash MX: The Definitive Guide" (O'Reilly, 2003, 2001). Moock runs one of the web's oldest Flash developer sites, www.moock.org and is the co-creator of Unity, a client/server framework for creating multiuser applications.

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