intro to
ActionScript 3.0

School of Visual Concepts
Wednesdays, 11/4 - 12/2
6:30 - 9:30pm

Scott Thiessen, instructor
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sccottt.com/intro-to-actionscript

week 2 handout

Handling Events

```
instanceName.addEventListener(EventType.EVENT_NAME, onEventHappen);
function onEventHappen(e:EventType):void {
   // handle event here
}

// multiple events/listeners for one dispatcher (button)
go_btn.addEventListener(MouseEvent.ROLL_OVER, onGoBtnOver);
go_btn.addEventListener(MouseEvent.ROLL_OUT, onGoBtnOut);
go_btn.addEventListener(MouseEvent.CLICK, onGoBtnClick);

function onGoBtnOver(e:MouseEvent):void {
   trace("Mouse rolled over button");
}
function onGoBtnOut(e:MouseEvent):void {
   trace("Mouse rolled off of button");
}
function onGoBtnClick(e:MouseEvent):void {
   trace("Mouse clicked on button!");
}
```

Notes

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Sample ActionScript Class

```
package packageName {

   import flash.display.MovieClip;

   public class MyClass extends MovieClip {

      public var stringProperty:String = “some text”;

      public function MyClass() {
         // this is the constructor
         // code here runs as soon as class is instantiated
      }

      public function simpleMethod() {
         trace(“simpleMethod method works!”);
      }

   }
}

// To instantiate/use this class:
var myClassInstance:MyClass = new MyClass();

// To use the instantiated object:
myClassInstance.simpleMethod();
trace(myClassInstance.stringProperty);
```

Notes