intro to **ActionScript 3.0**

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

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

week 3 handout

Generating a Random Integer

```
function getRandomInt(high:int, low:int):int {
   return Math.floor(Math.random() * (1 + high - low)) + low;
}
```

Conditional Statements

```
if (condition) {
   // condition is true
} else {
   // condition is not true
}
```

```
if (isRaining != true && temp > 50) {
   bikeToWork();
} else {
   beABabyAndDriveToWork();
}
```

```
if (temperature < 32) {
   trace("it's freezing!");
} else if (temperature < 60) {
   trace("it's chilly");
} else if (temperature < 75) {
   trace("it's warm");
} else if (temperature < 90) {
   trace("it's hot");
} else {
   trace("it's scorching!");
}
```

Comparison Operators

```
==   is equal to
!=   is not equal to
<    is less than
<=   is less than or equal to
>    is greater than
>=   is greater than or equal to
```

Logical Operators

```
&&   and
||   or
!    not
```

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Setting Arrays

```
var arrayName:Array = new Array();
arrayName.push("firstItem");
arrayName.push("secondItem");
arrayName.push("thirdItem");

var numbers:Array = [0, 1, 2, 3];

var seasons:Array = ["Winter",
                     "Spring",
                     "Summer",
                     "Autumn"];
```

Useful Array Methods

Look these up in the documentation to learn how to use them.

```
.indexOf()      .join()
.pop()          .push()
.reverse()      .shift()
.slice()        .sort()
.splice()       .unshift()
```

Working with Arrays

```
arrayName[index]
arrayName[index] = value;

numbers[4] = -23;

trace(seasons[0]);
// returns "Winter"

trace(seasons.length);
// returns 4
```

Working with Objects

```
var myObj:Object = new Object();
myObj.prop1 = "valueA";
myObj.prop2 = "valueB";

var myObj:Object = { prop1: "valueA",
                     prop2: "valueB" };

trace(myObj.prop2);
// returns "valueB"
```

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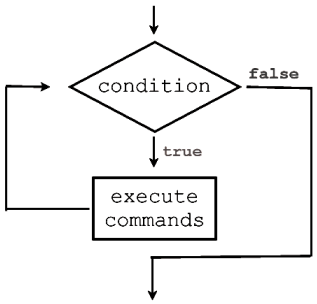
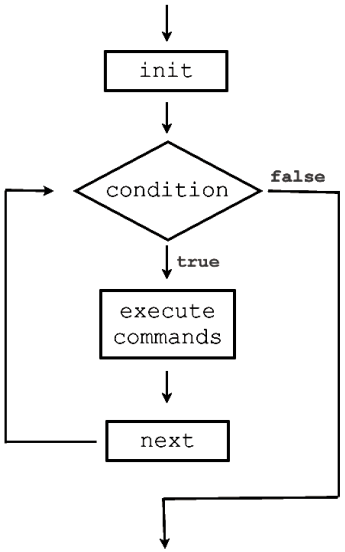
While Loop

```
while(condition) {
   // loop this code
}

while(stillHungry == true) {
   eat();
}
```



For Loop

```
for (init; condition; next) {
   // loop this code
}

for (var i:int = 0; i < 10; i++) {
   trace(i);
}
```



Loop through an Array

```
for (var i:int = 0; i < aryName.length; i++) {
   trace(aryName[i]);
}

var letters:Array = ["a", "b", "c", "d", "e"];
for (var i:int = 0; i < letters.length; i++) {
   trace(letters[i]);
}
```

Notes