



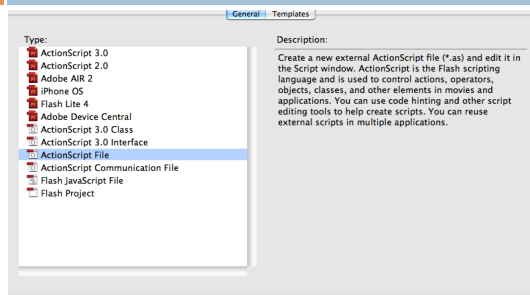
## Writing a program

- 1. Create a package
  - ▣ Groups the all the code together
- 2. Create a class
  - ▣ Building block of the program
- 3. Create a constructor
  - ▣ Triggers the first actions you want the program to run
- 4. Create a directive
  - ▣ The action you want your program to perform

## The package

- Keyword
  - ▣ Special words that Actionscript knows
- Identifier
  - ▣ Name you give the package
- Curly braces
  - ▣ A way of keeping code together

## Creating a package



### Main.as

```
Main.as* HelloWorld fla
1
2 package {
3
4 //create class name should be uppercase
5 //Any Actionscript program must have one class, a master template
6 //the file name of the package file must have the same name as the class
7
8 public class Main{
9
10 //Create a constructor method
11 public function Main() {
12     trace ("Hello World!!!!!!");
13 }
14
15 }
16
17 }
```

### Main.as

```
as* HelloWorld fla
1
2 package {
3     import flash.display.MovieClip;
4
5 //create class name should be uppercase
6 //Any Actionscript program must have one class, a master template
7 //the file name of the package file must have the same name as the class
8
9 public class Main{
10
11 //Create a constructor method
12 public function Main() {
13     trace ("Hello World!!!!!!");
14 }
15
16 }
17 }
```

### Extending

```
in.as* HelloWorld fla
1
2 package {
3     import flash.display.MovieClip;
4
5 //create class name should be uppercase
6 //Any Actionscript program must have one class, a master template
7 //the file name of the package file must have the same name as the class
8
9 public class Main extends MovieClip{
10
11 //Create a constructor method
12 public function Main() {
13     trace ("Hello World!!!!!!");
14 }
15
16 }
17 }
```

### Bind AS file to Fla file

The screenshot shows the 'PROPERTIES' panel for a document named 'HelloWorld fla'. Under the 'PUBLISH' section, the following settings are visible:

- Player: Flash Player 10
- Script: ActionScript 3.0
- Class:
- Profile: Default (with an 'Edit...' button)
- AIR Settings (with an 'Edit...' button)
- ActionScript Settings (with an 'Edit...' button)

