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Beyond a reference, Advanced ActionScript with Design Patterns is a practical guide complete with sample mini-applications illustrating each design pattern. The accompanying CD includes a trial version of Flash 8 along with all the lesson files needed to work with the text.

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Today's ActionScript-based applications require increasingly sophisticated architectures and code. This book aids intermediate and advanced ActionScript developers in learning how to plan and build applications more effectively. You'll learn how to apply design patterns as solutions to common programming scenarios. Beyond a reference, *Advanced ActionScript with Design Patterns* is a practical guide complete with sample mini-applications illustrating each design pattern.

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language, reusable design patterns are an ideal way to solve common problems in Flash and Flex applications. If you're an experienced Flash or Flex developer ready to tackle sophisticated programming techniques with ActionScript 3.0, this hands-on introduction to design patterns is the book you need. ActionScript 3.0 Design Patterns takes you step by step through the process, first by explaining how design patterns provide a clear road map for structuring code that actually makes OOP languages easier to learn and use. You then learn about various types of design patterns and construct small abstract examples before trying your hand at building full-fledged working applications outlined in the book. Topics in ActionScript 3.0 Design Patterns include: Key features

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Patterns and playback application, and many more. Whether you're coming to Flash and Flex from Java or C++, or have experience with ActionScript 2.0, ActionScript 3.0 Design Patterns will have you constructing truly elegant solutions for your Flash and Flex applications in no time.

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This book is a compilation of advanced ActionScript 3.0 animation techniques for any user creating games, user interaction, or motion control with ActionScript. It's an anthology of topics that follow from the author's earlier

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Animation: Making Things Move, and things that became possible in version 10 of Flash Player. This book covers a diverse selection of topics that don't necessarily lead one into the other.

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Implementation. In fact, many of the chapters can be seen as introductions to very complex topics that could fill a whole book by themselves. Many of these subjects have been extensively covered elsewhere, but not necessarily targeted for Flash or ActionScript 3.0. So it took a fair amount of work to pull the data together and get it all working and explain it all clearly in ActionScript. This book will inspire you to find out about subjects that you might not have considered before, acting as a springboard into your own research into the possibilities of ActionScript 3.0.

Build server-side applications more efficiently—and improve your PHP programming skills in the process—by learning how to use design patterns in

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