ACTION SCRIP 3.0

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ActionScrip is the official programming language of Adobe's Flash platform. While originally conceived as a simple tool for controlling, ActionScript has since evolved into a sophisticated programming language for creating content and applications for Web, mobile devices, and desktop computers. True to its roots, ActionScript can be used in many different ways by many different kinds of programmers and content producers. For example, an animator might use just a few lines of ActionScript to pause the playback of web animation. Or, an interface designer might use a few hundred lines of ActionScript to add interactivity to mobile phone to create an entire email-reading application for web browser and desktop deployment.

ActionScript 3.0 is an object-oriented language for creating application and scripted multimedia content for layback in Flash client (such as Flash Player and Adobe AIR). With a syntax reminiscent of Java and C#, ActionScript's core language should be familiar to experienced programmers.

ActionScript 3.0's core language is based on the ECMAscript 4th edition language specification. In the future, ActionScript is expected to be a fully conforming implementation of ECMAScript 4. ECMAScript 4 dictates ActionScript's basic and grammar - the code to create things as expressions, statements, variables, functions, classes, and objects. ECMAScript 4 also defines a small set of built -in data types for working with common values (such as String, Number, Boolean). Some of ActionScript 3.0's key core-language features include: First-class support for common object-oriented constructs, such as classes, objects, and interfaces Single-threaded execution model Runtime type-checking. Optional compile-time type-checking. Runtime exceptions. Direct support for XML as a built-in data type. Packages for organizing code libraries.

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