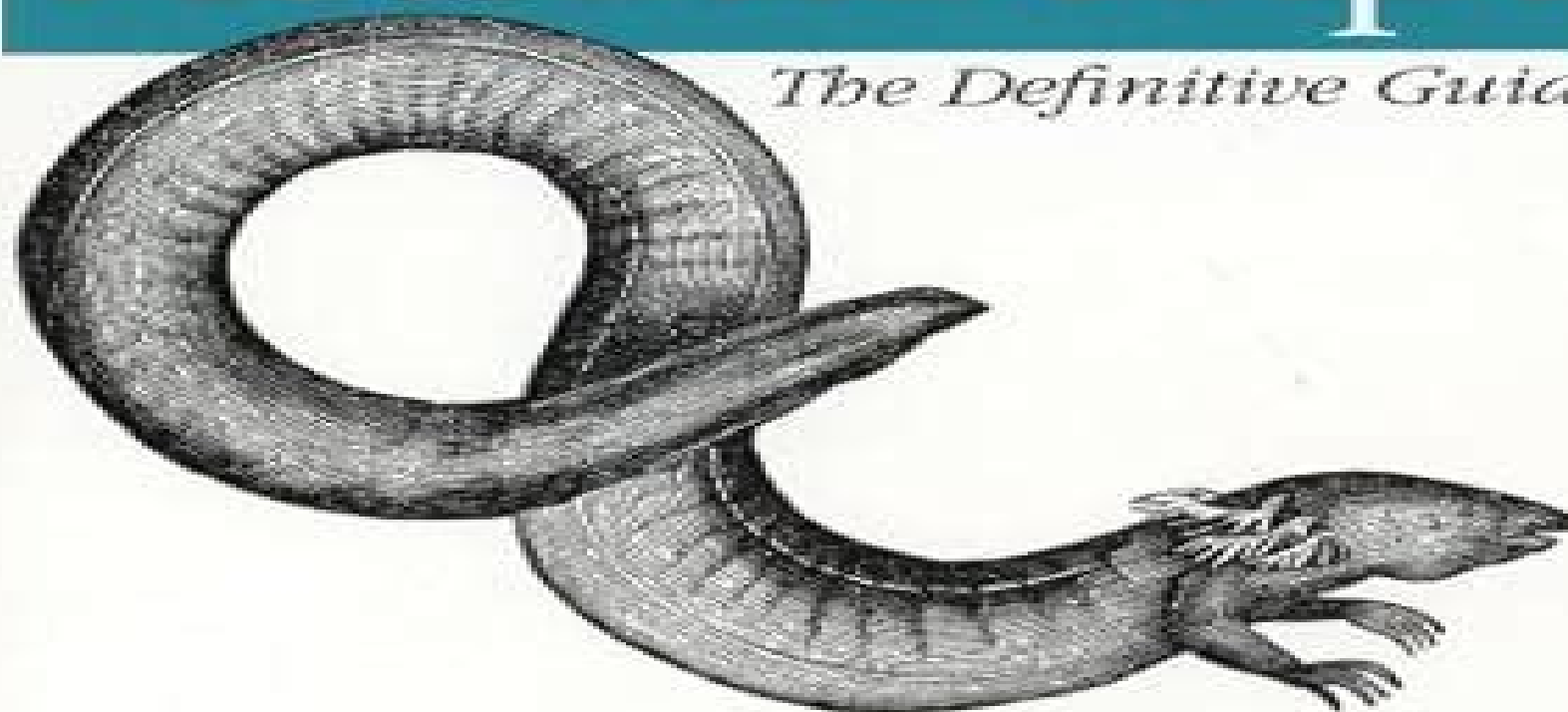


Mastering Flash Programming

Foreword by
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The Definitive Guide



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2 Published to coincide with the release of Flash X the newest version of this widely used Web development tool

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Weinman, 2002 *Flash 5 Hands on Training* is a tutorial based learning tool for beginning Flash designers from Lynda Weinman's best selling *Hands on Training* series. With no prior experience using Flash, users will be led through a series of exercises that start quite simply and increase in complexity until they have learned how to use all of the basic tools in Flash 5. Beginning with the drawing tools, users will learn how to create art and basic shape tweens, convert their art to symbols, and then create motion tweens and gradually build more complex animations and buttons by learning how to use multiple scenes, layers, movie clips, and the basic ActionScripting features that ship with the program. Like the other books in the *Hands on Training* series, this book comes with a companion CD-ROM that includes a trial version of the software, the complete exercise files, and QuickTime movies featuring demonstrations from the authors. **Essential ActionScript 3.0** Colin Moock, 2007-06-22. A guide to ActionScript programming covers such topics as conditionals and loops, functions, datatypes, interfaces, event handling, namespaces, XML, Flash programmatic animation, and bitmap programming.

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