



Getting Started with ActionScript

Hit Many Targets with One Code Base

Duration: 2 hrs 15 min
: \$34.99
Available as: On-Demand Training

ActionScript is an object-oriented programming language that has a wide reach on the web, the desktop, mobile devices, and beyond. If you want to be able to hit many targets with one code base, ActionScript is a great way to do so; it also lets you build a variety of application types, from 2D and 3D games to enterprise applications, video players, and more. In this workshop, expert software engineer Joseph Labrecque teaches you the very fundamentals of programming in ActionScript 3 using both Flash Professional and Flash Builder. You will learn how to

use core constructs and object types such as variables, arrays, and functions, as well as more advanced types like video, sound, XML, and JSON.

Visit this course's page for more information online:

<http://www.video2brain.com/en/products-247.htm>



Joseph Labrecque

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Joseph Labrecque is primarily employed by the University of Denver as a senior interactive software engineer specializing in the Adobe Flash platform. He is also the proprietor of Fractured Vision Media, LLC, a digital media production company, technical consultancy, and distribution vehicle for his creative works. Joseph serves as an Adobe Education Leader and Adobe Community Professional.