

## OBJECT ORIENTED ACTIONSCRIPT 30%0A

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[ActionScript | Definition, Programming, History](#)  
Developed by Macromedia Inc, ActionScript is an object oriented programming language. The language was derived from HyperTalk, which was the scripting language for HyperCard. At present, ActionScript is a dialect of the ECMAScript, more commonly known as JavaScript. This means that it is a superset of the syntax, as well as the semantics of the JavaScript. The major use of ActionScript is in the creation of software and websites aimed the Adobe Flash Player platform, used on Web pages as Object-oriented programming concepts: Objects and classes ...

In ActionScript 3 (like most object-oriented languages), dot notation is used to indicate that a method or property belongs to or is contained within a particular class. Use the reference variable you declared followed by a dot to access the instance's properties and methods.

[Object-Oriented ActionScript 3.0 | Peter Elst | Apress](#)  
ActionScript 3.0 is much more powerful than previous versions, allowing Flash developers to produce robust object-oriented applications. But with that power comes great responsibility--OOP is now a requirement, rather than optional, and there are new things to learn.

[Object-Oriented Programming \(OOP\) with ActionScript](#)

First introduced in Flash Player 9, ActionScript 3.0 is an object-oriented programming (OOP) language based on ECMAScript the same standard that is the basis for JavaScript and provides incredible gains in runtime performance and developer productivity.

[Adobe Flash Platform \\* Objects](#)

ActionScript is what's known as an object-oriented programming language. Object-oriented programming is simply an approach to programming. It's really nothing more than a way to organize the code in a program, using objects.

[Object-Oriented ActionScript 3.0 by Peter Elst - Goodreads](#)

Object-oriented programming (OOP) is something that is usually considered a black art for hardcore programmers, not a topic of conversation for Flash developers. However, when adobe introduced ActionScript 3.0 to the mix, it changed everything. ActionScript 3.0 is much more powerful than previous

[Object-Oriented Programming with ActionScript 2.0 ...](#)

Master the principles of object-oriented programming as it is used with the most recent version of ActionScripting. This book is designed to provide readers with an

understanding of object-oriented programming, ActionScript 2.0, and the interaction of the two.

**flash - Actionscript OOP - Stack Overflow**

I am running into problems with object oriented programming in actionscript. I have a game\_fla which hosts the library components of the game. The one which is causing problems is a splash movie clip. Within this movie clip I have a few layers that animate and load a logo and two buttons. In the document class game.as, I have the following code:

**actionscript 3 - Creating a public function in object ...**

How should I do this in a good object oriented way?

Because, that object will no longer be accessible when I call it in object A and want to use it in object A's child, which is object B. Because, that object will no longer be accessible when I call it in object A and want to use it in object A's child, which is object B.