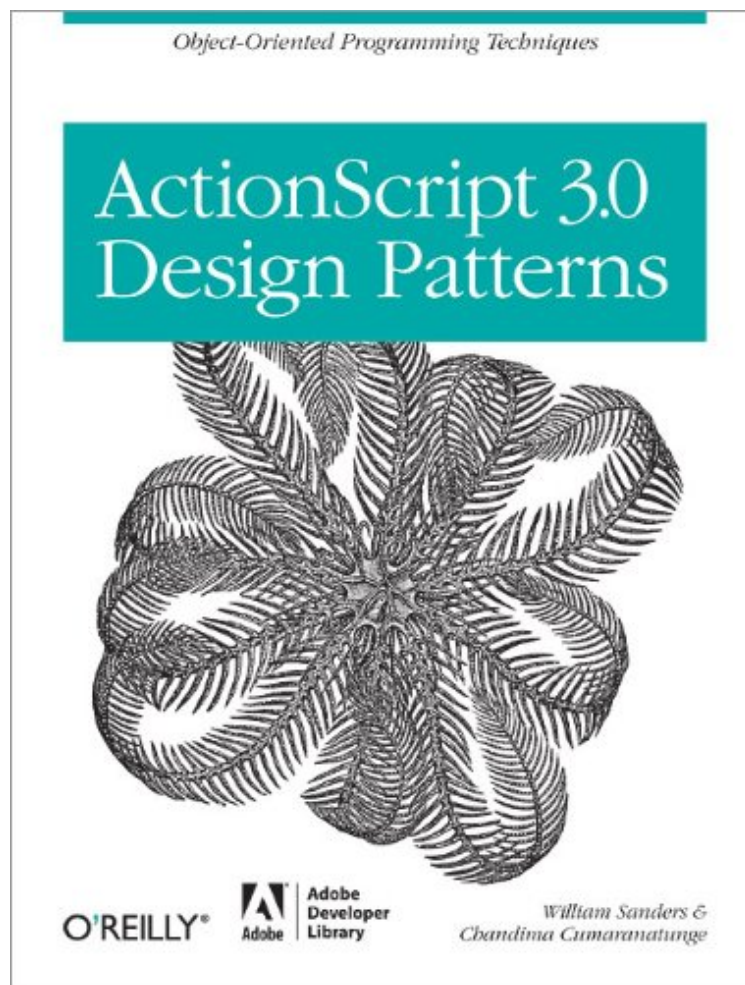


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ActionScript 3.0 Design Patterns: Object Oriented Programming Techniques (Adobe Developer Library)

Von William Sanders, Chandima Cumaranatunge
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Von William Sanders, Chandima Cumaranatunge : ActionScript 3.0 Design Patterns: Object Oriented Programming Techniques (Adobe Developer Library) before purchasing it in order to gage whether or not it would be worth my time, and all praised ActionScript 3.0 Design Patterns: Object Oriented Programming Techniques (Adobe Developer Library):

KundenrezensionenHilfreichste Kundenrezensionen5 von 5 Kunden fanden die folgende Rezension hilfreich. Sehr gute BeschreibungVon Markus RosslerDesign Pattern sind grundstzlich schwierig zu verstehen. Dieses Buch ist gut geschrieben: Didaktisch gut aufgebaut (Theorie+Erklrung pro Pattern, Pattern-Abhngigkeiten beachtet) und das Englisch ist leicht lesbar.Das Dilemma, in dem alle Design Pattern Bcher stecken, ist, dass das Thema nicht

unschwierig ist und Beispiele für das Verständnis absolut notwendig sind. Diese Beispiele sind jedoch stets irgendwelche konstruierten Mini-Beispiele. So auch in diesem Buch. Die Beispiele sind nicht falsch - ich persönlich finde nur ihre Übertragbarkeit auf die Praxis schwierig. Daher der Punkt Abzug.0 von 0 Kunden fanden die folgende Rezension hilfreich. Standardwerk Von Christian Janata Jeder AS3 Developer sollte dieses Buch besitzen. Die detailliert vorgestellten Design Patterns sind unbedingte Grundlage guter Software Architektur. Alle von der GoF erarbeiteten Patterns werden hier mit praxisnahen Beispielen im AS3 Kontext umgesetzt. Absolut empfehlenswert.

Kurzbeschreibung Now that ActionScript is reengineered from top to bottom as a true object-oriented programming (OO) 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 OO 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 of ActionScript 3.0 and why it became an OO language OO characteristics, such as classes, abstraction, inheritance, and polymorphism The benefits of using design patterns Creational patterns, including Factory and Singleton patterns Structural patterns, including Decorator, Adapter, and Composite patterns Behavioral patterns, including Command, Observer, Strategy, and State patterns Multiple design patterns, including Model-View-Controller and Symmetric Proxy designs During the course of the book, you'll work with examples of increasing complexity, such as an e-business application with service options that users can select, an interface for selecting a class of products and individual products in each class, an action game application, a video record 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.