

Selected Resources for ActionScript 3.0

- ActionScript 3.0 Language and Components Reference*. PDF or HTML text.
<http://livedocs.adobe.com/flash/9.0/ActionScriptLangRefV3/>
- Adobe Flash Examples*. <http://www.adobe.com/support/documentation/en/flash/samples/>
- Adobe Flex 2 Programming ActionScript 3.0*. PDF text.
http://download.macromedia.com/pub/documentation/en/flex/2/prog_actionscript30.pdf.
- Bardzell, Jeffrey and Bob Flynn. *Adobe Dreamweaver CS3 with ASP, ColdFusion, and PHP*. Berkeley, Adobe, 2007.
- De Donatis, Antonio. *ActionScript Components: Mastering the Flash Component Architecture*. New York: APress, 2006.
- Elst, Peter, Sas Jacobs, and Todd Ward, *Object-Oriented ActionScript 3.0*. Berkeley: APress, 2007.
- Flash & Math ActionScript 3 Tutorials*. <http://www.flashandmath.com/>
- Flash Animation and Learning Guide*.
http://www.adobe.com/devnet/flash/articles/animation_guide_14.html
- Flynt, John P. *In the Mind of a Game*. Indianapolis: Thomson, 2006.
- gotoAndPlay()*. <http://www.gotoandplay.it/>
- Kodicek, Danny. *Mathematics and Physics for Programmers*. Boston: Charles River Media, 2005.
- Hirmes, David, et. al. *Flash Math Creativity*. Berkeley: APress, 2004. The code for the book is ActionScript 2.0.
- Kongregate.com. http://www.kongregate.com/featured_games
- Moock, Colin. *Essential ActionScript 3.0*. Selections available at
http://www.adobe.com/devnet/actionscript/articles/ora_essential_as3/ora_essential_as3_ch20.pdf
- Perkins, Todd. *ActionScript 3.0 for Adobe Flash CS3 Professional*. Lynda.com/Peachpit Press © 2008. ISBN-13 978-0-321-29390-9, ISBN 10: 0-321-29390-8
- Peters, Keith. *ActionScript 3.0 Animation*. New York: Apress, 2007.
- Rosenzweig, Gary. *ActionScript 3.0 Game Programming University*. Indianapolis: Que, 2007. ISBN-10: 0789737027; ISBN-13: 978-0789737021
- Shupe, Rich and Zevan Rosser. *Learning ActionScript 3.0: A Beginner's Guide*. Cambridge: O'Reilly, 2008.
- Urlich, Katherine. *Flash CS3 Professional*. Berkeley, Peachpit, 2008.
- Vander Veer, E. A. and Chris Grover, *Flash CS3: The Missing Manual*. Cambridge: O'Reilly, 2007. (This text covers the Flash interface and is not intended for those wishing to learn programming; it provides ActionScript 2.0 examples.)