

## Chapter 2 experiments and problems. Focus: fundamentals of code, syntax, error checking

\*You will be collecting ALL code for inclusion in your process books. (electronic or paper). You will also be linking all flash files to your final portfolio.

Include COMMENTS in your code to clarify  
//is a single line comment

```
/*  
multi line comment  
*/
```

### CH 2: ex 1

Variables should be declared at top of your actions. Create a variable and set values for a String, Number, Int, Boolean and array. Trace each using a trace statement and the variable. Make sure to include a statement in your trace that identifies what you are tracing.:

```
trace (a + " is the value of a");
```

### CH 2-1 ex 2 (if/else)

•create a Flash file (make sure it is set to AS3!) that contains **conditional statements**. Use **trace statements** to check your statements. (min 3 statements). Save this as your prefix\_conditionals. (or some such name you can easily identify) Use comments to clarify your code. ALL ACTIONSCRIPT should be put on a dedicated layer called "actions". Variables should be declared at the top of your code.

Your statement should use variables and check

whether variable (number) a is equal to the value set.  
whether variable (number) b is greater to a value set  
if a variable (number) is greater than one value and less than another.

EX:

```
if(A<10){  
    trace (A + " is less than 10");  
else{  
    trace(A + " is greater than 10);  
}
```

Pay attention to and get familiar with syntax! What, for example, goes within the curly braces? {} Also pay attention to your formatting. Indents can make code much more legible. I will be grading your code on it's readability this semester too!

### **CH 2- ex 3 (switch statement)**

Make a new flash file and name appropriately.

- create a switch statement which checks the value of a string variable. Use trace statements and comment as above. Check this against (min) 5 statements. Change the value of your variable to see that your statements are working.

### **CH 2-ex 4 (for loop)**

Make a new flash file and name appropriately.

Create a for loop which outputs a trace statement 12 times.

### **Ch 2-ex 5 (while loop)**

Make a new flash file and name appropriately.

- Use p.22 as an example and write a while loop.

Use a DYNAMIC text box to output the number from your loop. To do this, you will need to instantiate a dynamic text box on the stage and you will need to tell flash to treat the number like a sting- like this:

```
var num=0;
myText.text= num.toString;
```

Design this to clearly demonstrate what you have done. Include a the code on the stage to show the viewer how you made your text output

### **Ch 2-ex 6 (arrays)**

- Use the examples on pages 23-24 to write and trace arrays. Use pop and push to add and subtract items from the array. Use traces to put items in the array.

### **Ch 2-ex7(functions)**

- Write a function which tells you to have a lovely day and outputs the greeting to the stage (see p 24). Make sure you call the function as well.

- Write a second function that *passes an argument to a function*. Like:

```
function showMsg(msg:String){
    trace(msg)
}
```

```
showMsg("and a lovely tomorrow");
```

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### **SUMMARY**

Write a summary of key concepts from this chapter to include in your e-process book. Be sure to define datatypes as well as conditionals.