

Topics

- Using variables
- Debugging
- Control structures (if statements)
- The `_currentframe` property
- Library folders

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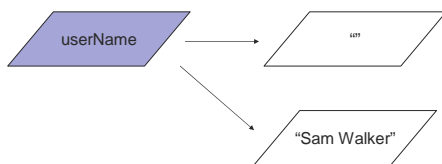
Variables

- Placeholders for information
- Name
- Value
- Flash Card analogy.
- Flash is a typeless language.

■ Flash syntax:
variable = value;

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Flash Card Analogy



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If statements

- A kind of control structure (conditions/loops)*
- Something we use every day

■ Flash syntax:
`if(condition) {`
 // this will run if condition is true.
`}`

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Comparison	
<	Less than
>	Greater than
<=	Less than or equal
>=	Greater than or equal
Logical	
&&	Logical AND
	Logical OR
!	Logical NOT
Equality	
==	Equality
===	Strict equality
!=	Inequality
!==	Strict inequality

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Examples

```
if(_currentframe > startPictureFrame) {  
    prevFrame();  
}
```

Use in MLK project

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Commenting code

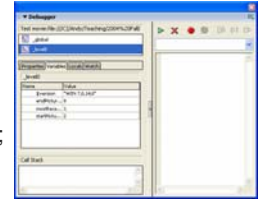
- Two options:
// Best for one line comments

/* If you want to have more than one line, then you can use this style
for as
many lines
as
you
need */

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Debugging

- Control->Debug Movie
- Lets you watch variable values (and properties)
- Two kinds of errors:
 - Logic
 - Syntax
- Other option: `trace()`;



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Can be extended (else/if and else)

```
if (userChoice == 1) {  
    gotoAndStop(correctFeedback);  
} else if (userChoice == 2) {  
    gotoAndStop(incorrectFeedback);  
} else {  
    gotoAndStop(invalidFeedback);  
}
```

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Can be extended (nesting)

```
rachelSwimLessons = false;  
if (rachelMood == "brave") {  
    if (weather != "thunder and lightning") {  
        if (pool == "open") {  
            rachelSwimLessons = true;  
        }  
    }  
}
```

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Don't forget

- Library folders
- Layer folders

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