

Övning 4

Conditionals, screen boundaries, text, X&Y

Design av interaktiv multimedia

Switch

- ▶ En switch är som en "snabbversion" av många if-satser.

```
switch (myVariable) {
    case 1:
        trace("One");
        break;

    case 2:
        trace("Two");
        break;

    default:
        trace("Nope.");
        break;
}
```

Switch

```
switch (myVariable) {
    case "Hello":
        trace("Hi!");
        break;

    case "World":
        trace("Hello");
        break;

    default:
        trace("Hello world...");
}
```

For loop (1)

Diagram illustrating the components of a for loop:

- Iterator**: `var i:int = 1;`
- Condition**: `i < 5;`
- Action**: `i++`

```
for ( var i:int = 1; i < 5; i++ ) {
    trace("Number: " + i);
}
```

- ▶ En for-loop itereras ett bestämt antal gånger.

For loop (2)

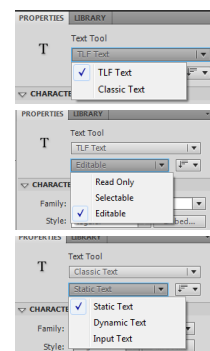
```
for (var i:int = 1; i < 5; i++) {
    trace("Number: " + i);
}
```

Resultat:

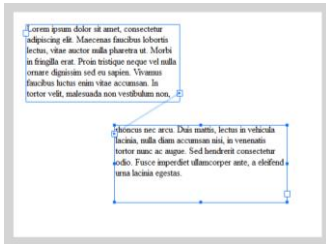
```
Number: 1
Number: 2
Number: 3
Number: 4
```

Text

- ▶ TLF text
 - Read Only
 - Selectable
 - Editable
- ▶ Classic text
 - Static text
 - Dynamic text
 - Input text

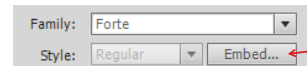


TLF Text

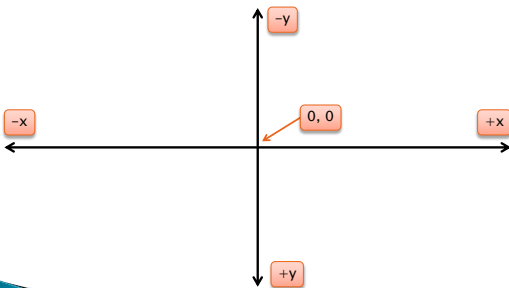


Embedding

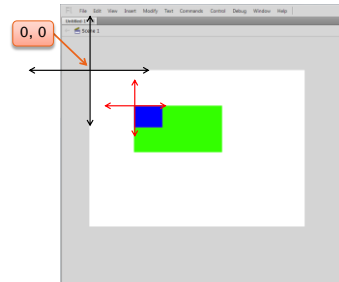
Fonts should be embedded for any text that may be edited at runtime, Other than text with the "Use Device Fonts" setting. Use the Text > Font Embedding command to embed fonts.



X & Y (1)



X & Y (2)



Screen boundaries

- ▶ Blocking movement
 - Förhindra att objektet lämnar scenen.
- ▶ Screen wrapping
 - Få objektet att dyka upp på motsatt sida.
- ▶ Scrolling
 - Flytta bakgrunden när objektet flyttas.