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The Physics Suite: Workshop Physics Activity Guide, Module 2 - Priscilla W. Laws 2004-05-20
The Workshop Physics Activity Guide is a set of student workbooks designed to serve as the foundation for a two-semester calculus-based introductory physics course. It consists of 28 units that interweave text materials with activities that include prediction, qualitative observation, explanation, equation derivation, mathematical modeling, quantitative experiments, and problem solving. Students use a powerful set of computer tools to record, display, and analyze data, as well as to develop mathematical models of physical phenomena. The design of many of the activities is based on the outcomes of physics education research. The Workshop Physics Activity Guide is supported by an Instructor's Website that: (1) describes the history and philosophy of the Workshop Physics Project; (2) provides advice on how to integrate the Guide into a variety of educational settings; (3) provides information on computer tools (hardware and software) and apparatus; and (4) includes suggested homework assignments for each unit. Log on to the Workshop Physics Project website at https://www.dickinson.edu/homepage/ Workshop Physics is a component of the Physics Suite––a collection of materials created by a group of educational reformers known as the Activity Based Physics Group. The Physics Suite contains a broad array of curricular materials that are based on physics education research, including: Understanding Physics, by Cummings, Laws, Redish and Cooney (an introductory textbook based on the best-selling text by Halliday/Resnick/Walker) RealTime Physics Laboratory Modules Physics by Inquiry (intended for use in a workshop setting) Interactive Lecture Demonstration Tutorials in Introductory Physics Activity Based Tutorials (designed primarily for use in recitations)

Engineering Dynamics - N. Jeremy Kasdin 2011-03-14
Engineering Dynamics spans the full range of mechanics problems, from one-dimensional particle kinematics to three-dimensional rigid-body dynamics, including an introduction to Lagrange's and Kane's methods. It skillfully blends an easy-to-read, conversational style with careful attention to the physics and mathematics of engineering dynamics, and emphasizes the formal systematic notation students need to solve problems correctly and succeed in more advanced courses.

2008 Physics Education Research Conference - Charles Henderson 2008-11-21
The 2008 Physics Education Research Conference brought together researchers studying a wide variety of topics in physics education. The conference theme was "Physics Education Research with Diverse Student Populations". Researchers specializing in diversity issues were invited to help establish a dialog and spur discussion about how the results from this work can inform the physics education research community. The organizers encouraged physics education researchers who are using research-based instructional materials with non-traditional students at either the pre-college level or the college level to share their experiences as instructors and researchers in these classes.

The software catalog microcomputers Menu (Firm) (Fort Collins, Colo.) 1989

An Introduction to Scientific Computing with MATLAB® and Python Tutorials - Sheng Xu 2022-06-09
This textbook is written for the first introductory course on scientific computing. It covers elementary numerical methods for linear systems, root finding, interpolation, numerical integration, numerical differentiation, least squares problems, initial value problems and boundary value problems. It includes short Matlab and Python tutorials to quickly get students started on programming. It makes the connection

between elementary numerical methods with advanced topics such as machine learning and parallel computing. This textbook gives a comprehensive and in-depth treatment of elementary numerical methods. It balances the development, implementation, analysis and application of a fundamental numerical method by addressing the following questions. •Where is the method applied? •How is the method developed? •How is the method implemented? •How well does the method work? The material in the textbook is made as self-contained and easy-to-follow as possible with reviews and remarks. The writing is kept concise and precise. Examples, figures, paper-and-pen exercises and programming problems are deigned to reinforce understanding of numerical methods and problem-solving skills.

Understanding Physics Cummings 2006-07
Market_Desc: · Students of Physics Special Features: · A narrative style that supports student learning-Rather than fragmenting the text with sidebars, extra boxes, and examples, this text presents a smooth expository flow that facilitates understanding. Critical examples (sample problems) are positioned as Touchstone Examples.· Emphasis on observation and experimentation-The experimental evidence for many of the physical laws and relationships discussed in the narrative have been presented in graphical form.· Incorporates active learning-The story line is reinforced by the use of Reading Exercises that help students focus on thoughtful reading of the text sections in each chapter.· Alternative problem selections-Based on the authors' knowledge of research on student learning difficulties, these new problems require careful qualitative reasoning and explicitly connect conceptual understanding to quantitative problem solving. In addition, estimation problems, video analysis problems, and 'real life' problems add to student understanding.· Presentations that are known to be associated with common student confusions have been rewritten and clarified. Some topics have been rearranged (especially the introduction of the New Mechanics Sequence) to provide a more pedagogically coherent learning path and story line.· The Physics Suite-a resource of integrated educational materials, which promote the use of guided activities to help students construct their learning and use modern technology, in particular computer-assisted data acquisition and analysis (CADAA). The materials of the Suite can be used independently, but their approach, philosophy, and notation are coherent. Instructors can easily adopt one or more parts of the Suite when convenient and appropriate. Physics Suite materials that can be used to complement the text, include:· Teaching Physics with the Physics Suite (Redish); Real Time Physics (Thornton, Laws, Sokoloff); Interactive Lecture Demonstrations (Sokoloff, Thornton); Workshop Physics (Laws); Tutorials In Introductory Physics (McDermott, et al); Physics by Inquiry (McDermott et al); The Activity Based Physics Tutorials (Redish et al); The Understanding Physics Video CD for Students; The Physics Suite CD. About The Book: Built on the foundations of Halliday, Resnick, and Walker's FUNDAMENTALS OF PHYSICS 6e, this text is designed to work with interactive learning strategies that are increasingly being used in physics instruction (for example, microcomputer-based labs, interactive lectures, etc.). In doing so, it incorporates new approaches based upon Physics Education Research (PER), aligns with courses that use computer-based laboratory tools, and promotes Activity Based Physics in lectures, labs, and recitations.

Fundamentals of Physics, Chapters 33-37 - David Halliday 2010-03

Digital Avionics Handbook Cary Spitzer 2017-11-22
A perennial bestseller, the Digital Avionics Handbook offers a comprehensive view of avionics. Complete with case studies of avionics architectures as well as examples of modern systems flying on current

military and civil aircraft, this Third Edition includes: Ten brand-new chapters covering new topics and emerging trends Significant restructuring to deliver a more coherent and cohesive story Updates to all existing chapters to reflect the latest software and technologies Featuring discussions of new data bus and display concepts involving retina scanning, speech interaction, and synthetic vision, the Digital Avionics Handbook, Third Edition provides practicing and aspiring electrical, aerospace, avionics, and control systems engineers with a pragmatic look at the present state of the art of avionics.

Conceptual Integrated Science - Paul G Hewitt 2015-10-08
From the author of the number one textbooks in physical science and physics comes the eagerly awaiting new text, Conceptual Integrated Science. Hewitt's critically acclaimed conceptual approach has led science education for 30 years and now tackles integrated science to take student learning to a new level. Using his proven conceptual approach, accessible writing, and fun and informative illustrations, Hewitt and his team of science experts have crafted a text that focuses on the unifying concepts and real-life examples across physics, chemistry, earth science, biology, and astronomy.The book includes best-selling author Paul Hewitt's proven pedagogical approach, straight-forward learning features, approachable style, and rigorous coverage. The result is a wide-ranging science text that is uniquely effective and motivational. Conceptual Integrated Science is accompanied by an unparalleled media package that combines interactive tutorials, interactive figures, and renowned demonstration videos to help students outside of class and instructors in class.

Tutorials in Radiotherapy Physics - Patrick N. McDermott 2016-08-19
The Topics Every Medical Physicist Should Know Tutorials in Radiotherapy Physics: Advanced Topics with Problems and Solutions covers selected advanced topics that are not thoroughly discussed in any of the standard medical physics texts. The book brings together material from a large variety of sources, avoiding the need for you to search through and digest the vast research literature. The topics are mathematically developed from first principles using consistent notation. Clear Derivations and In-Depth Explanations The book offers insight into the physics of electron acceleration in linear accelerators and presents an introduction to the study of proton therapy. It then describes the predominant method of clinical photon dose computation: convolution and superposition dose calculation algorithms. It also discusses the Boltzmann transport equation, a potentially fast and accurate method of dose calculation that is an alternative to the Monte Carlo method. This discussion considers Fermi–Eyges theory, which is widely used for electron dose calculations. The book concludes with a step-by-step mathematical development of tumor control and normal tissue complication probability models. Each chapter includes problems with solutions given in the back of the book. Prepares You to Explore Cutting-Edge Research This guide provides you with the foundation to read review articles on the topics. It can be used for self-study, in graduate medical physics and physics residency programs, or in vendor training for linacs and treatment planning systems.

Introduction to Game Design, Prototyping, and Development - Jeremy Gibson Bond 2014-07-04
Learn Game Design, Prototyping, and Programming with Today's Leading Tools: Unity™ and C# Award-winning game designer and professor Jeremy Gibson has spent the last decade teaching game design and working as an independent game developer. Over the years, his most successful students have always been those who effectively combined game design theory, concrete rapid-prototyping practices, and programming skills. Introduction to Game Design, Prototyping, and Development is the first time that all three of these disciplines have been brought together into a single book. It is a distillation of everything that Gibson has learned teaching hundreds of game designers and developers in his years at the #1 university games program in North America. It fully integrates the disciplines of game design and computer programming and helps you master the crucial practice of iterative prototyping using Unity. As the top game engine for cross-platform game development, Unity allows you to write a game once and deliver it to everything from Windows, OS X, and Linux applications to webpages and all of the most popular mobile platforms. If you want to develop games, you need strong experience with modern best practices and professional tools. There's no substitute. There's no shortcut. But you can get what you need in this book. COVERAGE INCLUDES In-depth tutorials for eight different game prototypes Developing new game design concepts Moving quickly from design concepts to working digital prototypes Improving your designs through rapid iteration Playtesting your games and

interpreting the feedback that you receive Tuning games to get the right "game balance" and "game feel" Developing with Unity, today's best engine for independent game development Learning C# the right way Using Agile and Scrum to efficiently organize your game design and development process Debugging your game code Getting into the highly competitive, fast-changing game industry

The Changing Role of Physics Depts. in Modern Universities - Redish 1998-07-09
Annotation The proceedings of the August 1996 conference, arranged in two volumes, focus on the physics baccalaureate as passport to the workplace; physics courses in service of students in other sciences and engineering; and the physics department's responsibility in pre- and in-service education of teachers. Issues include the changing goals of physics courses, the impact of physics education research on instruction, and applications of modern technologies. Volume 1 contains the presentations and poster papers; volume 2 contains description of 18 sample classes. No index. Annotation c. by Book News, Inc., Portland, Or.

Artificial Intelligence in Education. Posters and Late Breaking Results, Workshops and Tutorials, Industry and Innovation Tracks, Practitioners' and Doctoral Consortium - Maria Mercedes Rodrigo 2022-08-26
This two-volume set LNAI 13355 and 13356 constitutes the refereed proceedings of the 23rd International Conference on Artificial Intelligence in Education, AIED 2022, held in Durham, UK, in July 2022. The 40 full papers and 40 short papers presented together with 2 keynotes, 6 industry papers, 12 DC papers, 6 Workshop papers, 10 Practitioner papers, 97 Posters and Late-Breaking Results were carefully reviewed and selected from 243 submissions. The conference presents topics such as intelligent systems and the cognitive sciences for the improvement and advancement of education, the science and engineering of intelligent interactive learning systems. The theme for the AIED 2022 conference was „AI in Education: Bridging the gap between academia, business, and non-pro t in preparing future-proof generations towards ubiquitous AI."

Tutorials in Introductory Physics - Lillian C. McDermott 2002

Avionics - Cary R. Spitzer 2018-10-03
Renamed to reflect the increased role of digital electronics in modern flight control systems, Cary Spitzer's industry-standard Digital Avionics Handbook, Second Edition is available in two comprehensive volumes designed to provide focused coverage for specialists working in different areas of avionics development. The first installment, Avionics: Elements, Software, and Functions covers the building blocks and enabling technologies behind modern avionics systems. It discusses data buses, displays, human factors, standards, and flight systems in detail and includes new chapters on the Time-Triggered Protocol (TTP), ARINC specification 653, communications, and vehicle health management systems.

Einstein 1905 - John S RIGDEN 2009-06-30
For Einstein, 1905 was a remarkable year. It was also a miraculous year for the history and future of science. In six short months, he published five papers that would transform our understanding of nature. This unparalleled period is the subject of Rigden's book, which deftly explains what distinguishes 1905 from all other years in the annals of science, and elevates Einstein above all other scientists of the twentieth century.

MathCAD for Introductory Physics - Denis P. Donnelly 1992
Designed as a supplement to any introductory physics text, MathCAD(R)for Introductory Physics shows students how to model physics problems on the computer using the powerful Mathcad(R) software program. The power of the computer allows introductory physics students to solve complicated real-world problems that previously required upper level mathematics to solve. Each begins with a discussion of physical principles and numerical techniques. Then, tutorials, problems, and exploration exercises help readers model physical situations and analyze results. This text is available as an affordably priced package that contains The Student Edition of Mathcad(R), Release 2.5.

Physics I Workbook For Dummies - Steven Holzner 2014-03-31
Unleash your inner Einstein and score higher in physics Do you have a handle on basic physics terms and concepts, but your problem-solving skills could use some static friction? Physics I Workbook For Dummies helps you build upon what you already know to learn how to solve the most common physics problems with confidence and ease. Physics I Workbook For Dummies gets the ball rolling with a brief overview of the nuts and bolts of physics (i.e. converting measure, counting signification figures, applying math skills to physics problems, etc.) before getting in

the nitty gritty. If you're already a pro you can skip this section and jump right into the practice problems. There, you'll get the lowdown on how to take your problem-solving skills to a whole new plane—without ever feeling like you've been left spiraling down a black hole. Easy-to-follow instructions and practical tips Complete answer explanations are included so you can see where you went wrong (or right) Covers the ten most common mistakes people make when solving practice physics problems When push comes to shove, this friendly guide is just what you need to set your physics problem-solving skills in motion.

The Mathematics Teacher - 2005

Modern Mathematics Education for Engineering Curricula in Europe - Seppo Pohjolainen 2018-07-16

This book is open access under a CC BY License. It provides a comprehensive overview of the core subjects comprising mathematical curricula for engineering studies in five European countries and identifies differences between two strong traditions of teaching mathematics to engineers. The collective work of experts from a dozen universities critically examines various aspects of higher mathematical education. The two EU Tempus-IV projects – MetaMath and MathGeAr – investigate the current methodologies of mathematics education for technical and engineering disciplines. The projects aim to improve the existing mathematics curricula in Russian, Georgian and Armenian universities by introducing modern technology-enhanced learning (TEL) methods and tools, as well as by shifting the focus of engineering mathematics education from a purely theoretical tradition to a more applied paradigm. MetaMath and MathGeAr have brought together mathematics educators, TEL specialists and experts in education quality assurance form 21 organizations across six countries. The results of a comprehensive comparative analysis of the entire spectrum of mathematics courses in the EU, Russia, Georgia and Armenia has been conducted, have allowed the consortium to pinpoint and introduce several modifications to their curricula while preserving the generally strong state of university mathematics education in these countriesThe book presents the methodology, procedure and results of this analysis. This book is a valuable resource for teachers, especially those teaching mathematics, and curriculum planners for engineers, as well as for a general audience interested in scientific and technical higher education.

The Conference on Computers in Physics Instruction - Edward F. Redish 1990

Computers are revolutionizing activities in all areas of life. Physics researchers, accustomed to being at the forefront of technology, have been deeply affected by the computer revolution. This effect has serious implications for what is taught and how it is taught in the physics classroom. This conference was organized to allow physics teachers and software developers in physics education to come together and see the state of the art in using computers to teach physics. The conference included 39 invited lectures and 122 contributed presentations. It introduced a number of innovations in the hope of increasing interactions and stimulating future contacts. This document contains the text of the invited and contributed papers organized as follows: (1) "The Computer's Impact on the Physics Curriculum"; (2) "Physics Computer Simulations"; (3) "Computers in the Physics Laboratory"; (4) "Physics Education Research and Computers"; (5) "Computational Physics and Spreadsheets"; (6) "Computer Tutorials in Physics"; (7) "Physics Lecture Demonstrations Using Computers"; (8) "Authoring Tools and Programming Languages"; (9) "Computer Utilities for Teaching Physics"; (10) "Computer Networking Workshops"; (11) "Publishing Physics Software"; and (12) "Videodiscs and Visualization for Physics." Appended are author and general indexes, a list of the contents of distributed software, and a software order form. (CW)

2006 Physics Education Research Conference - Laura McCullough 2007-03-05

Syracuse, New York, 26–27 July 2006

College Physics, Volume 2 - Raymond A. Serway 2011-01-03
While physics can seem challenging, its true quality is the sheer simplicity of fundamental physical theories--theories and concepts that can enrich your view of the world around you. COLLEGE PHYSICS, Ninth Edition, provides a clear strategy for connecting those theories to a consistent problem-solving approach, carefully reinforcing this methodology throughout the text and connecting it to real-world examples. For students planning to take the MCAT exam, the text includes exclusive test prep and review tools to help you prepare. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Elements of Robotics - Mordechai Ben-Ari 2017-10-25
This open access book bridges the gap between playing with robots in school and studying robotics at the upper undergraduate and graduate levels to prepare for careers in industry and research. Robotic algorithms are presented formally, but using only mathematics known by high-school and first-year college students, such as calculus, matrices and probability. Concepts and algorithms are explained through detailed diagrams and calculations. Elements of Robotics presents an overview of different types of robots and the components used to build robots, but focuses on robotic algorithms: simple algorithms like odometry and feedback control, as well as algorithms for advanced topics like localization, mapping, image processing, machine learning and swarm robotics. These algorithms are demonstrated in simplified contexts that enable detailed computations to be performed and feasible activities to be posed. Students who study these simplified demonstrations will be well prepared for advanced study of robotics. The algorithms are presented at a relatively abstract level, not tied to any specific robot. Instead a generic robot is defined that uses elements common to most educational robots: differential drive with two motors, proximity sensors and some method of displaying output to the user. The theory is supplemented with over 100 activities, most of which can be successfully implemented using inexpensive educational robots. Activities that require more computation can be programmed on a computer. Archives are available with suggested implementations for the Thymio robot and standalone programs in Python.

Computers in Africa - 1996

Aplusphysics - Dan Fullerton 2011-04-28
Featuring more than five hundred questions from past Regents exams with worked out solutions and detailed illustrations, this book is integrated with APlusPhysics.com website, which includes online questions and answer forums, videos, animations, and supplemental problems to help you master Regents Physics Essentials.

Fundamentals of Physics - David Halliday 2010-03-15

This book arms engineers with the tools to apply key physics concepts in the field. A number of the key figures in the new edition are revised to provide a more inviting and informative treatment. The figures are broken into component parts with supporting commentary so that they can more readily see the key ideas. Material from The Flying Circus is incorporated into the chapter opener puzzlers, sample problems, examples and end-of-chapter problems to make the subject more engaging. Checkpoints enable them to check their understanding of a question with some reasoning based on the narrative or sample problem they just read. Sample Problems also demonstrate how engineers can solve problems with reasoned solutions. INCLUDES PARTS 1-4 PART 5 IN FUNDAMENTALS OF PHYSICS, EXTENDED

Getting Into the Mathematics Conversation - Portia C. Elliott 2008
Far from a run-of-the-mill readings book, Getting into the Mathematics Conversation is an outstanding compendium of the very best of the NCTM school journals' offerings on the broad subject of communication in the mathematics classroom. It spans all grade levels and targets all communication forms - listening and speaking, reading, writing, and multiple forms - that a teacher might wish to develop in students.

Introduction to Game Design, Prototyping, and Development - Jeremy Gibson 2015

This hands-on guide covers both game development and design, and both Unity and C♯. This guide illuminates the basic tenets of game design and presents a detailed, project-based introduction to game prototyping and development, using both paper and the Unity game engine.

The Nature of Code - Daniel Shiffman 2012
How can we capture the unpredictable evolutionary and emergent properties of nature in software? How can understanding the mathematical principles behind our physical world help us to create digital worlds? This book focuses on a range of programming strategies and techniques behind computer simulations of natural systems, from elementary concepts in mathematics and physics to more advanced algorithms that enable sophisticated visual results. Readers will progress from building a basic physics engine to creating intelligent moving objects and complex systems, setting the foundation for further experiments in generative design. Subjects covered include forces, trigonometry, fractals, cellular automata, self-organization, and genetic algorithms. The book's examples are written in Processing, an open-source language and development environment built on top of the Java programming language. On the book's website (http: //www.natureofcode.com), the examples run in the browser via

Processing's JavaScript mode.

College Physics, Volume 1 - Raymond A. Serway 2012-07-24
While physics can seem challenging, its true quality is the sheer simplicity of fundamental physical theories--theories and concepts that can enrich your view of the world around you. COLLEGE PHYSICS, Ninth Edition, provides a clear strategy for connecting those theories to a consistent problem-solving approach, carefully reinforcing this methodology throughout the text and connecting it to real-world examples. For students planning to take the MCAT exam, the text includes exclusive test prep and review tools to help you prepare. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Teaching Physics with the Physics Suite CD - Edward F. Redish 2003-02-03
TEACHING PHYSICS is a book about learning to be a more effective physics teacher. It is meant for anyone who is interested in learning about recent developments in physics education. It is not a review of specific topics in physics with hints for how to teach them and lists of common student difficulties. Rather, it is a handbook with a variety of tools for improving both teaching and learning of physics from new kinds of homework and exam problems, to surveys for figuring out what has happened in your class, to tools for taking and analyzing data using computers and video. TEACHING PHYSICS includes: an introduction to the cognitive model of thinking and learning that underlies modern physics education research principles and guidelines for making use of and understanding the implications of this cognitive model for the classroom a discussion of formative and summative evaluation with a variety of "thinking problems" useful for homework and exams a discussion of assessment of the success of instruction using research-based concept and attitude surveys discussion of 11 research-based curricular materials for use in lecture, lab, recitation, and workshops environments tips and guidelines for how to improve your instruction In addition, the book comes with a Resource CD containing 14 conceptual and 3 attitude surveys, more than 250 thinking problems covering all areas of introductory physics, resource materials from commercial vendors on use of computerized data acquisition and video, and a variety of other useful reference materials. TEACHING PHYSICS is a companion guide to using the Physics Suite, an integrated collection of research-based instructional material for lecture, laboratory, recitation, and workshop/studio environments. The elements of the Suite share the underlying philosophy of education described in this book.

Science Of Learning Physics, The: Cognitive Strategies For Improving Instruction - Jose Mestre 2020-11-24
This book on the teaching and learning of physics is intended for college-level instructors, but high school instructors might also find it very useful.Some ideas found in this book might be a small 'tweak' to existing practices whereas others require more substantial revisions to instruction. The discussions of student learning herein are based on research evidence accumulated over decades from various fields, including cognitive psychology, educational psychology, the learning sciences, and discipline-based education research including physics

education research. Likewise, the teaching suggestions are also based on research findings. As for any other scientific endeavor, physics education research is an empirical field where experiments are performed, data are analyzed and conclusions drawn. Evidence from such research is then used to inform physics teaching and learning.While the focus here is on introductory physics taken by most students when they are enrolled, however, the ideas can also be used to improve teaching and learning in both upper-division undergraduate physics courses, as well as graduate-level courses. Whether you are new to teaching physics or a seasoned veteran, various ideas and strategies presented in the book will be suitable for active consideration.

Use of Conceptual Pedagogy in an Introductory Physics Course - Howard Earl Brookshire 1998

2004 Physics Education Research Conference - Jeffrey Marx 2005-09-29
The 2004 Physics Education Research (PER) Conference brought together researchers in how we teach physics and how it is learned. Student understanding of concepts, the efficacy of different pedagogical techniques, and the importance of student attitudes toward physics and knowledge were all discussed. These Proceedings capture an important snapshot of the PER community, containing an incredibly broad collection of research papers of work in progress.

American Journal of Physics - 2007

Body Physics - Lawrence Davis 201?
"Body Physics was designed to meet the objectives of a one-term high school or freshman level course in physical science, typically designed to provide non-science majors and undeclared students with exposure to the most basic principles in physics while fulfilling a science-with-lab core requirement. The content level is aimed at students taking their first college science course, whether or not they are planning to major in science. However, with minor supplementation by other resources, such as OpenStax College Physics, this textbook could easily be used as the primary resource in 200-level introductory courses. Chapters that may be more appropriate for physics courses than for general science courses are noted with an asterisk symbol (*). Of course this textbook could be used to supplement other primary resources in any physics course covering mechanics and thermodynamics"--Textbook Web page.

The Software Encyclopedia - 1988

Announcer - 2004

Foundation Actionscript 3.0 Animation - Keith Peters 2007-05-25
This is the first definitive and authoritative book available on ActionScript 3 animation techniques. ActionScript animation is a very popular discipline for Flash developers to learn. The essential skill set has been learned by many Flash developers through the first edition of this book. This has now been updated to ActionScript 3, Adobe's new and improved scripting language. All of the code has been updated, and some new techniques have been added to take advantage of ActionScript 3's new features, including the display list and new event architecture. The code can be used with the Flash 9 IDE, Flex Builder 2, or the free Flex 2 SDK.