

Contents

Foreword	ix
Preface	xiii
Acknowledgments	xix

Part I: Conceptualizing Flash 1

Chapter 1: An Introduction to Flash MX 2004 3

Considering Flash MX 2004 in Context	3
Understanding the Capabilities of Flash MX 2004	4
What's New in Flash MX 2004 and Flash MX Pro 2004	5
Improvements to the User Interface	5
ActionScript	6
Flash Player 7 Improvements	8
Product Integration	11
Templates	11
Shared Libraries	11
Understanding the Framework	12
Movie Playback	13
File Types in Flash MX 2004	13
Moving Data Using Flash	14
Applying Flash MX 2004	14
Planning Flash Development	15
Summary	17

Chapter 2: Working with Web Technologies and Interactive Models 19

Where Flash Fits into the Ever-Evolving Web	19
Expecting the Best Experience	19
Flash Player Statistics	21
To Flash or Not to Flash?	22
Competing Technologies	26
An Overview of Companion Technologies	28
The Web Saga: HTML Lives!	28
Scripting on the Client Side: JavaScript	28
Transmitting and Storing Data	29
Visualizing Multimedia Potential	36
Linear Presentations	36
Interactive Presentations	36
Data-Driven Presentations	36
Data-Driven Applications (or RIAs)	36
Summary	37

Chapter 3: Architecture for Flash Movies 39

An Overview of Flash Development	39
Creating a Flash Plan	40
Design Documents	40
Functional Specifications	41
Making Flowcharts	42
Gantt Charts	44
Considering Flash Architecture Solutions	44
Flash as Specialty Content: Multipage HTML	44
Flash as the Backbone: One-Page HTML	45
Using DHTML with Flash	45
Considering Data Architecture Solutions	46
Internal Data Storage	46
External Data Storage	47
Organizing Assets for Production	49
Naming Conventions	49
File Formats	50
Folder Hierarchies	50
Using the Project Panel in Flash MX Pro 2004	51
Establishing a Project and a Site	52
Adding Files to the Project	56
Committing and Editing Files in the Project	57
Adding New Files to the Project	59
Publishing the Entire Project	60
Summary	60

Part II: Laying the ActionScript Foundation**63****Chapter 4: Learning ActionScript Basics 65**

Introducing ActionScript	65
Learning What You Can Do with ActionScript	66
Creating Your First ActionScript	66
Understanding the Event Model: How ActionScript Works	68
Assigning Actions	68
Understanding the Actions Panel	71
Opening the Actions Panel	71
Working with the Actions Toolbox	73
Working with the Script Navigator	74
Working with the Script Pane	75
Managing Scripts	77
Setting Actions Panel Preferences	78
Working with Formatting	80
Using Code Hinting	80
Using the Help Panel	82
Summary	90

Chapter 5: Constructing ActionScript 91

Understanding Datatypes	91
Working with Strings	92
Working with Numbers	93
Using Booleans	94

Understanding undefined and null	94
Casting Data	94
Using Variables	94
Declaring Variables	95
Naming Variables	97
Using Expressions	99
Working with Operators	100
Working with Arithmetic Operators	101
Working with Assignment Operators	101
Working with Comparison Operators	103
Working with Logical Operators	105
Working with String Operators	106
Working with Miscellaneous Operators	107
Understanding Bitwise Operators	109
Considering Operator Precedence	114
Using Comments Effectively	115
Working with Statements	116
Understanding Statement Syntax	116
Using Statements That Control Flow: Control Structures	117
Summary	123

Chapter 6: Working with Functions 125

Understanding Programming with Functions	125
Defining Custom Functions	126
Calling Functions	127
Passing Parameters	127
Passing Parameters by Value or by Reference	129
Working with the arguments Property	129
Overloading a Function	131
Returning a Value from a Function	131
Referencing Functions	133
Creating Function Literals	133
Understanding Scope	134
Variable Scope	134
Function Scope	135
Creating Recursion	136
Writing for Reusability	137
Using Built-in Functions	138
Creating Interval Functions	139
Summary	141

Chapter 7: Programming with Objects and Classes 143

Introducing Objects	143
Understanding Object Blueprints	143
Creating an Object	144
Accessing Object Properties	145
Accessing Object Methods	146
Working with Static Properties and Methods	146
Adding New Object Properties	147
Adding New Object Methods	147
Defining Event Handler Methods	148
Telling Objects to Talk to Themselves	148
Displaying the Time with an Object	149

Working with MovieClip Objects	151
Displaying the Time Using a Movie Clip	152
Creating Interval Methods	153
Understanding the Object Class	154
Creating Object Literals	155
Accessing Associative Array Keys and Values	155
Looping Through Object Properties	156
Creating Watched Variables	157
Creating Custom Classes	159
Understanding the Purpose of Custom Classes	159
Working with the Classpath	159
Making AS Files	161
Creating a Simple Class	161
Defining Properties for a Class	162
Defining Methods for a Class	165
Creating a Constructor	166
Adding Static Properties to a Class	167
Adding Static Methods to a Class	168
Making Your First Class	168
Working with Advanced Class Topics	172
Organizing Your Classes with Packages	173
Extending Classes	175
Creating Interfaces	177
Making Dynamic Classes	179
Using the CustomActions Class	180
Writing the Custom Action XML File	181
Installing the Actions	181
Listing the Custom Actions	183
Removing Custom Actions	183
Summary	184

Chapter 8: Error Handling and Debugging 185

Troubleshooting Your Flash Application	185
Discovering Computer System Issues	186
Encountering Bugs in Flash	186
Detecting Errors in the Flash Document	187
Finding Errors in Your Application	187
Detecting Naming Conflicts and Problems	188
Providing an Accurate Scoping Path	190
Checking Paths	191
Finding Conflicts in Frame Actions	191
Importing Images, MP3s, and Video	191
Publishing Your Movies	192
Including Hidden Layers	193
Fixing Blurry Text	193
Considering External Issues	194
Finding Help in the Flash Community	195
Preventing Errors	196
Planning Before Development	196
Saving Your Documents Incrementally	197
Testing Your Movie	197
ActionScript Placement	198
Working with Compatible Actions	198

Catching Errors Programmatically	200
Working with Basic try/catch Statements	200
Understanding Error Objects	202
Throwing Exceptions	203
Debugging Your Flash Application	203
Using the Output Panel	203
Debugging Using the Debugger	207
An Exercise in Debugging	213
Summary	215

Part III: MovieClip, Button, and Drawing API

217

Chapter 9: MovieClip and Button Classes 219

Creating MovieClip and Button Objects at Authoring Time	219
Addressing MovieClip and Button Objects	220
Targeting Nested Instances	220
Working with Absolute Addressing	221
Working with Relative Addressing	222
Accessing Nested Instances with Array-Access Notation	223
Handling Events	224
Handling Button Events	224
Handling MovieClip Events	225
Using MovieClip Objects as Buttons	226
Practicing Targeting	227
Working with Appearance Properties	228
Working with Coordinates	229
Working with Dimensions	230
Working with Self-Describing Properties	232
Enabling Button-Like Behavior	233
Tab-Switching, Focus, and Menus	233
MovieClip-Specific Tab-Switching and Focus-Related Properties	234
Tracking Objects as Menus	235
Affecting Timeline Playback	235
Creating MovieClip Objects Programmatically	236
Understanding Stacking Order Within Flash Movies	236
Creating Duplicate MovieClip Objects	238
Adding MovieClip Objects from the Library Programmatically	239
Working with Init Objects	241
Creating Empty MovieClip Objects	242
Removing Programmatically Generated MovieClip Objects	243
Loading External Content	243
Loading SWF Content	243
Loading JPEG Content	245
Monitoring Loading	245
Unloading Content	247
Opening Web Pages	247
Creating Draggable MovieClip Objects	248
Telling Flash to Start Dragging a MovieClip	249
Telling Flash to Stop Dragging a MovieClip	250
Determining Where an Object Is Dropped	250
Checking for Overlapping	250

Working with Coordinate Spaces	251
Creating Scriptable Masks	252
Practicing Attaching and Dragging MovieClip Objects	252
Practicing Checking for Overlaps and Loading Content	255
Summary	260

Chapter 10: The Drawing API 261

Introducing the Drawing API	261
Setting a Line Style	261
Moving the Pen Without Drawing	262
Drawing a Straight Line	262
Drawing a Curve	263
Adding a Simple One-Color Fill	264
Adding a Simple Gradient Fill	264
Adding Complex Gradient Fills	266
Clearing Previously Drawn Graphics	270
Working with a Drawing Utilities Class	270
Getting Started with DrawingUtils	270
Drawing Rectangles	271
Drawing Circles	272
Drawing Regular Polygons	272
Drawing Fills	273
Practicing Dynamic Masking	275
Practicing Responsive Objects	278
Practicing Drawing	287
Summary	291

Part IV: The Core Classes

293

Chapter 11: Using the Array Class 295

Creating Ordered Structures	295
Creating Arrays	296
Adding Values to an Array	297
Removing Elements from an Array	299
Reading Data from Arrays	301
Using Different Types of Arrays	302
Working with Single-Dimension Arrays	302
Working with Parallel Arrays	302
Working with Multidimensional Arrays	304
Working with Arrays of Objects	304
Converting Arrays to Lists	305
Creating New Arrays from Existing Arrays	306
Concatenating Arrays	306
Extracting Subsets of Array Elements	306
Sorting Arrays	307
Sorting Simply	307
Sorting More Complexly	307
Sorting Arrays of Associative Arrays	312
Summary	316

Chapter 12: The Number Class 317

Understanding Number Types	317
Integers and Floating-Point Numbers	317
Decimal Numbers	318
Other Bases for Numbers	318
Converting Strings to Numbers	319
Casting to a Number	320
Converting to a Number with Precision	320
Detecting When a Number Is Not a Number	321
Dealing with Infinite Values	321
Handling Minimum and Maximum Values	322
Working with Number Instances	322
Creating a NumberPlus Class	323
Summary	324

Chapter 13: The Math Class 325

Performing ActionScript Math	325
Learning About ActionScript Math	325
Utilizing the with Statement to Make Code More Readable	326
Working with the Math Constants	326
Finding Absolute Values	327
Rounding and Truncating Numbers	327
Generating Random Numbers	328
Finding the Greater or Lesser of Two Numbers	329
Working with Exponents and Square Roots	330
Using Trigonometric Functions in ActionScript	331
Calculating Natural Logarithms and Exponentials	334
Creating MathUtils	335
Using Math to Draw and Animate	336
Summary	340

Chapter 14: Working with Dates and Times 341

Working with Computer Dates	341
Creating a Date Object	343
Getting the Current Date and Time	343
Making a Date Based on Epoch Milliseconds	344
Making a Date Based on Year or Month	344
Working with Date Objects	346
get Methods	348
set Methods	350
Inherited Methods	352
Static Methods	353
Working with Advanced Date and Time Issues	353
Creating a DateTime Object	360
Working with Date Methods	360
Performing Date Math	360
Displaying the Date	361
Creating a DateTime Object from a Date Object	361
Parsing a Date String into a DateTime Object	361
Detecting Leap Years	361
Displaying the Time and Date	361
Summary	365

Chapter 15: Working with Strings 367

- Understanding Primitives and Objects 367
- Getting and Setting Primitive Values 368
- Joining Strings 369
 - Escaping Characters 369
 - Nonvisible Characters 370
 - Avoiding Common Mistakes 371
 - Working with Character Codes 372
- Determining the Number of Characters 372
- Working with Substring Values 372
 - substr 373
 - substring 373
 - slice 374
 - charAt 374
- Finding Substrings 374
- Getting a Character Code 375
- Using Character Codes to Get Characters 375
- Converting a String into an Array 376
- Changing the Case of a String 377
- Passing String Values to and from Applications 377
- Summary 378

Part V: The Movie Classes 379

Chapter 16: The Color Class 381

- An Introduction to the Color Class 381
 - Creating a New Object 381
 - Referring to the Color Class Methods 383
- Understanding the Color Class 383
 - Setting a Solid Color 384
 - Retrieving Solid Color Information 386
- Controlling the Absolute Color of a Movie Clip 388
- Applying Advanced Color Effects to Movie Clips 391
- Summary 393

Chapter 17: The TextField and Selection Classes 395

- Understanding Types of Text 395
 - Dynamic Text 395
 - Input Text 396
- Creating TextField Objects 396
 - Making Text at Authoring Time 396
 - Making Runtime Text 398
- Working with TextField Object Basics 399
 - Understanding Basic TextField Properties and Methods 399
 - Adding Text 400
 - Managing Multiline Text 401
 - Resizing a TextField Object 402
 - Making Text Non-Selectable 403

Setting Border and Background	403
Creating Input Text	404
Managing Input	404
Creating Password Text	405
Changing Text Color	406
Removing Text	407
Creating a Simple Notes Application	407
Using HTML with TextField Objects	409
Rendering HTML in Text	410
Inserting Special Characters into HTML Fields	410
Adding Hyperlinks to Text	413
Adding Mail Links	414
Calling JavaScript Functions	414
Calling ActionScript Functions from Text	414
Embedding Content in Text	415
Creating an HTML-Based Information Viewer	417
Scrolling Text	418
Scrolling Text Vertically	418
Scrolling Text Horizontally	420
Using Events for Text Fields	421
Detecting Text Changes	421
Detecting Focus Changes	421
Detecting Scrolling	422
Creating a Scrolling Text Viewer	423
Adding Listeners to TextField Objects	425
Detecting Text Changes	425
Detecting Scrolling	425
Working with Fonts	426
Embedding Fonts	426
Using Flash Device Fonts	431
Inserting Special Characters into Editable Text Fields	432
Creating a Random Letter Displayer	433
Understanding the Selection Class	435
Working with Focus	435
Working with Selection	437
Replacing Selected Text	438
Working with Tab Order	439
Enabling and Disabling Tab-Initiated Focus	439
Changing Tab Order	439
Summary	440

Chapter 18: Using the TextFormat Object and Style Sheets 441

Working with TextFormat	441
Creating a TextFormat Object	442
Assigning Formatting to a TextField Object	442
Understanding Formatting Properties	444
Determining Text Metrics	450
Getting the TextFormat	451
Working with Cascading Style Sheets	452
Understanding CSS	452
Creating a StyleSheet Object	454

Adding Styles with ActionScript	454
Applying Styles to Text	454
Formatting an HTML Article with CSS	455
Loading External CSS	456
Formatting HTML with CSS Loaded from an External File	457
Summary	458

Chapter 19: The Mouse and Key Classes 459

More Prebuilt Classes	459
Using the Mouse Class to Control the Cursor	460
Method Overview of the Mouse Class	461
Method Overview of Mouse Listeners	462
Showing and Hiding the Mouse Cursor	465
Attaching a Custom Graphic to the Cursor	467
Using <code>updateAfterEvent()</code> for Mouse Moves	470
Using the Mouse Wheel to Control an Object's Position	472
Processing Keypresses with the Key Class	475
Property and Method Overview of the Key Class	475
Capturing Keypresses	477
Determining the Key Code	483
Nudging a <code>MovieClip</code> Object with the Arrow Key	486
Using <code>setInterval()</code> and <code>onKeyDown</code> for Keypresses	489
Detecting Keypress Combinations	493
Playing a Flash Animation with a Keypress	496
Summary	500

Chapter 20: The Stage and ContextMenu Classes 503

Controlling the Movie's Stage	503
Property Overview of the Stage Class	504
Working with the Width and Height of a Flash Movie	508
Method Overview of the Stage Class	512
Controlling Placement of Elements According to Stage Size	513
Removing a Listener Object from the Stage Class	516
Using the ContextMenu Class	517
Controlling Flash Player's Built-in Menu	518
Building Custom Menu Items with the <code>ContextMenuItem</code> Class	520
Summary	528

Chapter 21: The System Class and the Capabilities and Security Objects . . . 529

Using the Top-Level System Functionality	529
Setting the Clipboard Contents	529
Showing the Flash Player Settings	530
Determining How Local Settings and Data Are Saved	531
Using Code Pages	531
Creating a Catch-All Status Handler	532
Determining the Client Computer's Capabilities	532
Getting Audio and Video Capabilities	533
Determining Versions	534
Getting Screen and Resolution Information	535
Working with Player Security	
When Loading SWF Content	536
Summary	538

Chapter 22: The PrintJob Class 539

Why Print from Flash?	539
Problems with Web Browser Printing	539
Providing Proof with Printing	540
Creating Art with Output	540
Expanding the Potential of Small Documents	540
Controlling Printer Output from Flash	542
Overview of the PrintJob Class	542
Retrieving the User's Page Settings with PrintJob.start()	542
Determining the Print Target and Its Formatting Options	545
Potential Problems with the Flash Printed Output	553
Adding Print Functionality to Movies	554
Creating a Dialog Box for Print Notification	554
Working with Hidden Content	558
Summary	560

Part VI: The Audio and Video Classes**561****Chapter 23: The Sound Class 563**

An Introduction to the Sound Class	563
Creating a New Sound Object	564
Understanding Sound Resources and Timelines	564
Scripting Audio with the Sound Class	568
Property and Method Overview of the Sound Class	568
Properties of the Sound Class	569
Reading an MP3 File's ID3 Tags with Sound.id3	570
Loading Methods of the Sound Class	571
Playback Methods of the Sound Class	575
Transformation Methods of the Sound Class	577
Creating and Playing a Linked Sound File	580
Loading an External MP3 File	583
Controlling the Volume of a Sound Object	588
Applying Advanced Effects to Sound Objects	592
Making a Looping Playlist	595
Summary	597

Chapter 24: The NetStream and Video Classes 599

Working with Flash Video Files	599
Making an FLV File in Flash MX 2004	600
Using RTMP to Access FLV Files	602
Using HTTP to Access FLV Files	603
Loading FLV Files into a Flash Movie	604
Building an HTTP Connection to an FLV File	605
Displaying the NetStream Output in a Video Object	605
Checking Status Messages from the NetStream Class	607
Scripting Basic Controls for a NetStream Object	609
Summary	612

Part VII: The Data Classes**613****Chapter 25: The SharedObject and LocalConnection Classes 615**

Saving Data with Shared Objects	615
A Little Bit of Cookie History	616
Understanding Local Shared Object Anatomy	616
Creating a Local Shared Object	616
Setting Values within the Shared Object	617
Saving the Shared Object to the Client	617
Retrieving the Data	620
Conflicts, Domains, and Paths	620
Remembering States with Shared Objects	621
Communicating with the LocalConnection Class	626
Creating a Sending Movie	626
Creating a Receiving Movie	627
Confirming Receipt	628
Sending and Receiving Across Domains	628
Summary	630

Chapter 26: The XML and LoadVars Classes 631

Working with XML	631
XML's Origins	632
Uses of XML	632
Writing Well-Formed XML	633
XML Declaration	634
Tags	634
Attributes	635
DTD	636
Using XML Objects	637
Traversing the XML Tree	638
Building a Document Tree	644
Loading and Sending XML	646
Loading and Sending Data with LoadVars	650
Creating a LoadVars Object	650
Loading Data	650
Sending Data	651
Sharing Data Across Domains	653
Setting Up a Policy File	653
Working with a Proxy Script	654
Summary	655

Chapter 27: The XMLSocket Class 657

Ways of Transmitting Data	657
Transmitting Data via HTTP	657
Transmitting Data via Sockets	658
The Socket Endpoints	658
The Server	659
The Client	660

Working with XMLSocket Objects in Flash Clients	660
Creating an XMLSocket Object	660
Creating a Chat Client	662
Installing the Java Runtime Environment	662
Installing the Socket Server	663
Setting Up the Client	663
Summary	670

Part VIII: Using Components

671

Chapter 28: Using V2 UI Components 673

Getting Started with V2 Components	673
Introducing the Components Panel	674
Adding New Component Instances	675
Naming Component Instances	675
Setting Component Parameters	676
Working with the Component Inspector Panel	676
Working with the Component APIs	677
Understanding the Fundamental UI Component APIs	678
Working with Listener Objects	678
Working with Common Component Functionality	679
Looking at the Standard Form UI Components	681
Working with Button Components	681
Working with Label Components	682
Working with TextInput Components	683
Working with TextArea Components	685
Working with CheckBox Components	686
Working with RadioButton Components	687
Working with ComboBox Components	689
Working with List Components	693
Working with NumericStepper Components	696
Looking at the Standard Content Display Management Components	697
Working with ScrollPane Components	697
Working with Window Components	699
Working with Loader Components	702
Working with ProgressBar Components	702
Looking at the Professional UI Components	704
Working with Accordion Components	704
Working with the Alert Component	706
Working with DataGrid Components	708
Working with DateChooser Components	712
Working with DateField Components	714
Working with Menu Components	716
Working with MenuBar Components	722
Working with Tree Components	725
Summary	729

Chapter 29: UI Component Style and Focus Management 731

Working with Component Styles	731
Introducing UI Component Styles	732
Working with Colors	736
Setting Instance Styles	737
Setting Instance Styles with a Style Object	737
Setting Class Styles	738
Setting Global Styles	738
Practicing Applying Styles	739
Managing Focus	741
Creating a FocusManager Instance	741
Assigning Tab Order	742
Setting Focus Programmatically	742
Setting Default Buttons	743
Summary	744

Chapter 30: Creating Your Own Components 745

Understanding Component Anatomy	745
Making Your First Component	746
Dispatching Events	750
Working with Component Metadata	751
Understanding Metadata Tag Use	751
Using Inspectable	751
Using InspectableList	752
Using IconFile	752
Practicing Making an Event Dispatching Component	753
Building Components Based on the v2 UI Architecture	755
Extending v2 Architecture Classes	756
Creating v2 Component Movie Clip Symbols	757
Practicing Making a v2 Architecture Component	757
Working with Styles	761
Practicing Working with Styles	762
Summary	765

Part IX: Working with Flash in Other Environments 767**Chapter 31: Working with Flash in the Web Browser 769**

Understanding Flash and HTML	769
Passing Initialization Values to Flash from HTML	772
Calling JavaScript Functions from Flash	773
Sending JavaScript Calls with getURL	773
Ensuring Complete Browser Compatibility	774
Detecting the Flash Player in Web Browsers	776
Manual Player Detection	776
Automated Player Detection	776
Summary	778

Chapter 32: Making Movies Accessible and Universal 779

Standardizing Accessibility Concerns	779
Section 508	780
W3C Standards	780
Microsoft Active Accessibility (MSAA)	781
Reviewing Current Assistive Technologies	781
Window-Eyes	782
JAWS	782
Setting Accessibility Options	783
Exploring the Accessibility Panel	783
Accessible Components	788
Tabbing	788
Using Keypress Actions	788
Detecting and Controlling Accessibility Options with ActionScript	789
Checking the State and Presence of a Screen-Reader	789
Checking the User's Browser for Accessibility Compliance	790
Scripting Accessibility Properties Dynamically	791
Making the Most of Your Accessible Movie	792
Summary	793

Chapter 33: Scripting for the Flash Stand-Alone Player 795

Using the Stand-Alone Player	795
Benefits of the Stand-Alone Environment	796
Limitations of the Stand-Alone Environment	797
Applying fscommand() Actions with Stand-Alones	798
Overview of Commands and Arguments	798
Adding Controls to Projector Movies	799
Preventing Access to the Desktop	806
Executing Other Applications	808
Expanding the Potential of the Stand-Alone Projector	808
Summary	809

Part X: Creating Flash Applications 811

Chapter 34: Managing and Loading Flash Content 813

Planning the Scope of Your Project	813
Conceptualizing the Master Movie and Flash Content	813
Constructing a Flash Asset Architecture	815
Loading Content into Flash Movies	821
Overview of Objects and Methods	821
Building a Basic Preloader for a Flash Movie	824
Making a Multipurpose Preloader	831
Using Shared Libraries for Font Management	837
Preloading a Shared Library	844
Summary	845

Chapter 35: Sending and Loading Data	847
Using LoadVars to Send and Load Data	847
Loading Plain Text and HTML	850
Loading XML	853
Introducing Flash Remoting	857
Getting Started with Flash Remoting	858
Introducing Flash Remoting ActionScript	859
Enabling Services for Flash Remoting	860
Understanding Datatypes	861
Working with Recordsets	861
Practicing Using Flash Remoting	861
Summary	864
Chapter 36: Using the Built-In Web Service Functionality	865
Databinding	865
Working with Web Services	866
Using a WebServiceConnector Component	867
Calling Web Services without WebServiceConnector	869
Working with Recordsets	871
Dealing with Security Issues	871
Summary	872
Chapter 37: Making Flash Forms	873
Using Forms	873
Creating a Basic Form	874
TextInput and TextArea	874
ComboBox and RadioButton	874
List	874
CheckBox	875
Label	875
Button	875
Putting Together the Form Elements	875
Making a Simple Form	875
Submitting Form Data	877
Basic Form Data Submitting	877
Using LoadVars to Send Data	877
Using XML to Send Data	878
Using the WebService Class to Submit Form Data	880
Validating Form Data	881
Checking for Defined Values	881
Verifying Data Format	882
Alerting the User	882
Practicing Data Validation	882
Incorporating Advanced Form Features	884
Dynamic Form Data	884
Prefilling a Form	885
Summary	887

Chapter 38: Using the RegExp Class	On the CD-ROM
Appendix A: What's on the CD-ROM	889
Index	893