

Dear Friend,

Hello, & welcome back to **FIREWIRE**, your friendly guide to the exciting world of web-design & web-solutions! In the previous newsletter of Flash 5 Tutorial Series we had discussed about Set Variable, Set Property, Get Property, XY Position, XY Scale, Visibility, Rotation & Alpha. Now let's Continue with Math Objects, Date & String Function.

Math Object I

LN 2

Returns the natural logarithm of 2 (approx 0.693)

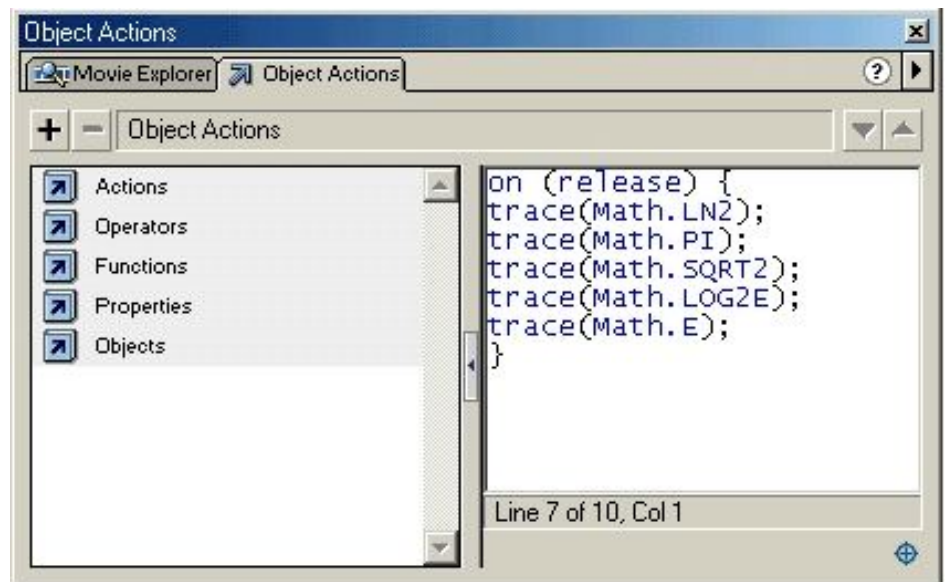
Syntax :

Math . LN2

Example :

trace (Math.LN2);

The output window will show a value 0.693



PI

Returns the ratio of circumference of the circle to its diameter.

Syntax :

Math.PI;

Example :

trace (Math.PI);

The output window will show a value of 3.14

SQRT2

Returns the square root of 2

Syntax :

Math.SQRT2;

Example :

trace (Math.SQRT2);

The output will be 1.414

LOG 2E

The logarithm of E to the base of 2

Syntax :

Math. LOG 2E;

Example :

trace (Math. LOG 2E);

The output will be approximately 1.442

E

Returns the Euler's constant and the base are of natural logarithms.

Syntax :

Math.E;

Example :

trace (Math.E);

The output window will display a value of 2.718.

Math Object II

Math object is the top level object which can be used without using a constructor. With the methods and properties of this object, any kind of mathematical accessing and manipulation can be done.

There are several methods of math object. They are:

abs

Returns the absolute value of a number.

Syntax:

Math. abs ();

Example:

```
On (press)
{
trace (Math. abs (-3.2));
}
```

The output window will show 3.2 as the value.

cos, sin, tan

Returns the cos, sin and tan value of a number.

Syntax:

Math .sin ();

Math .cos ();

Math .tan ();

Example:

```
On(press)
{
trace (Math.sin(45));
trace (Math.cos (45));
trace (Math. tan (45));
}
```

The output will be 3.2

```
0.5253219
0.850903
1.6197751
```

POW

Returns the value of x raised to the power of y.

Syntax :

Math.pow (x,y)

Example :

```
trace (Math.pow(2,3))
```

The output window will show a value 8.

Sqrt

Returns the square root value of a number.

Syntax :

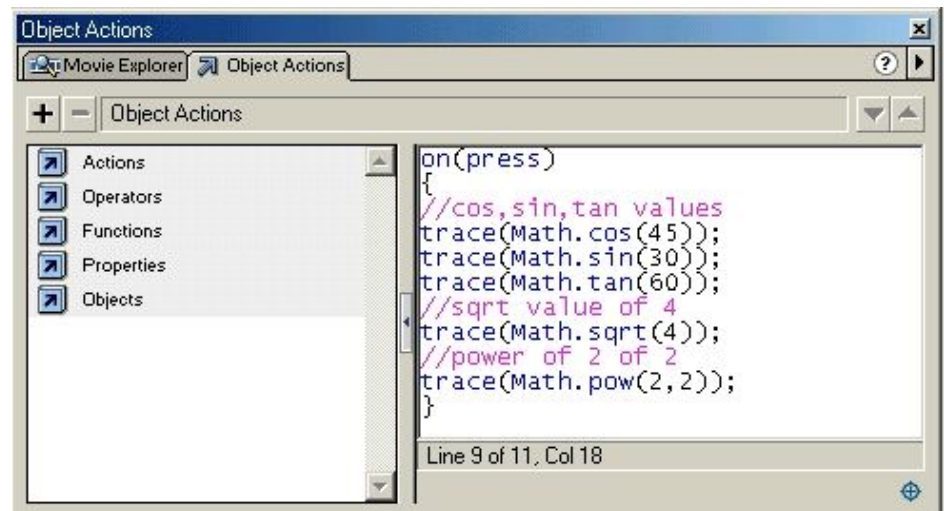
Math.Sqrt (x) :

X - number for which square root has to be found.

Example :

```
Math .Sqrt (4) ;
```

The output window will show a result 2.



Date

Get Year

Returns the year of the date object, according to the local time.
The year displayed will be year - 1900.

Syntax :

```
variable.get year ( );
```

Example :

```
on (press)
{
a = new date ( );
b = a.get year( );
}
```

where a is instance of date holding the current date (i.e. 2001/17/10)
b will hold value "01" (i.e. 2001-1900)

The last two digit of the year will be displayed, if getyear command is used.

Get Full Year

Returns the full year of the specified date, according to the local time.

Syntax :

```
variable .get full year ( );
```

Example :

```
a = new date ( );
b = a.getfull year ( );
```

where value of a be 2001/07/10
value of b will be "2001"

since get full year function will not display the last two digits, but it will give the full year (i.e. 2001).

Get Month

This command returns the month from the date object according to the local time.

Syntax :

```
variable.getmonth ( );
```

Example :

```
a = new date ( );
b = a.getmonth( );
```

where the variable a holds 2001/07/10
(year, month, date, hour, minute, sec, milli sec)

the variable b holds "10", the date will be displayed in the format (year/month/date).

Date

Using this command, date and time values are retrieved which are relative to universal time or the operating system, on which flash is running.

To use the date object, create an instance of the date object.

Syntax :

variable name = new date ();

New date (year, [month [, date [, hour [, minute [, second [, millisecond]])])

Example :

```
a = new date ( );
```

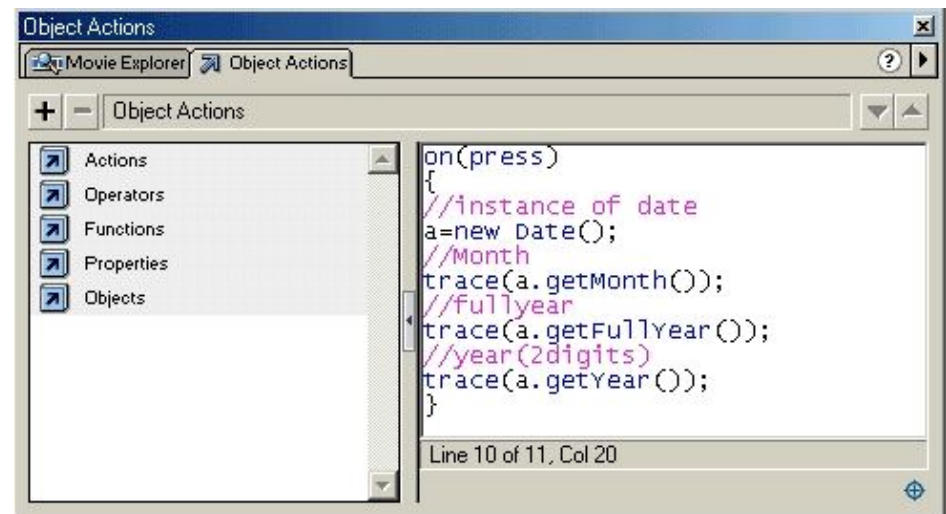
Where a is the variable which holds the instance of date.

Get Date

The date can be retrieved from the current date using the Getdate () method.

Syntax :

```
variable.getdate ( );
```



Example :

```
a = new date ( );
b = a.getdate ( );
```

where a holds the value of current date (i.e. 2001/07/10)
b holds the value as "10"

String To Lowercase & To Uppercase

to lowercase ()

Using this command the string which is typed in upper case can be converted to lowercase.

Syntax:

```
String.toLowerCase() ;
```

Example:

```
x = "GALAXY",
trace(x.toLowerCase() );
```

The output window will show "Galaxy"

to upper case ()

Using this command, the lower case letters can be converted to uppercase letter.

Syntax :

string. to uppercase();

Example :

```
x = "Galaxy"  
Trace (x.touppercase() );
```

The output window will show "GALAXY"

String function

Length

Using the length command of string, the number of characters in a string can be obtained.

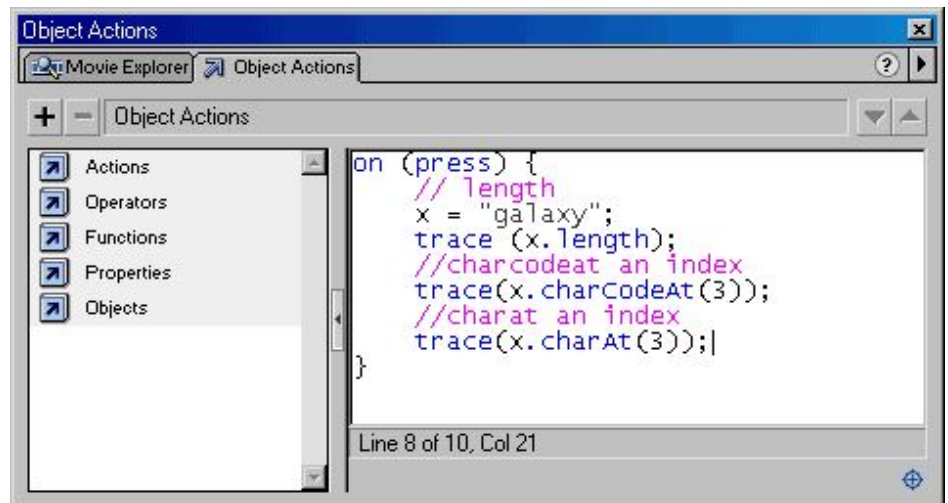
Syntax :

string.length ;

Example :

```
x = "galaxy"  
trace (x.length);
```

The value 6 will be displayed on the output window.



CharcodeAt

This command returns the ASCII value of the character specified by index. The value will be a 16 bit integer from 0 to 65535.

Syntax :

string.charCodeAt (index);

Example :

```
x = "galaxy";  
trace (x.charCodeAt(3));
```

The string "x" has galaxy and the 3 position / index in the string is "a". the ASCII value for a is 97.

The output window will show the value 97.

CharAt

Using this command, the character in the specified index position can be obtained.

Syntax :

string. CharAt(index);

Example :

```
x = "galaxy";  
trace (x.charAt(3));
```

The index value is 3 and the character in the third position is "a"
i.e. [G-0, a-1, l-2, a-3....]

The character in the corresponding position can be obtained.

Regards,

Manoj Kotak.

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Developer of Layout Galaxy *Ready to use design concept for the web.*

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