

Variables, Operators, and Conditional Statements

The Building Blocks of Programming in Flash's Actionscript and Beyond

Variables

In Flash, a variable is a symbol that represents and remembers a **quantity**. In the Quiz assignment, we will be using a variable to keep track of the number of points the user has accumulated. The first step in the quiz is to name the variable you will use to monitor the user's score and to set the variables value to zero. In this example, the variable name is *score* but you may use any name such as *points* or another word related to your topic.

```
score = 0;
```

Operators

Operators are the primitive instructions of all programming languages. In Flash, they are used for basic computation (add, subtract, multiple, divide), comparisons (less than, greater than), and assignment (score "is equal to" 5).

Operator	Function	Example
=	Assigns a value to a variable	score = 5;
==	Check for equality	if (score == 5)
<	Less Than	if (score < 10)
>	Greater Than	if (score > 3)
<=	Less Than or Equal to	if (score <= 5)
>=	Greater Than or Equal to	if (score >= 5)
+=	Adds to the original variable's value	score += 1; <i>score is now 6</i>
-=	Subtraction from original value	score -= 1; <i>score is now 4</i>
&&	And	if (score > 0 && score > 10)

Conditional Statements

Conditional statements are the most common way to instruct a computer to behave based upon given information. There are two parts to a conditional statement: **The Condition**, which acts like a trigger, and **The Execution** which are the steps carried out after the condition is met. In the quiz assignment, conditional statements will be used to determine which result frame the user is sent to. For example, if a user's score is less than 10 points (The Condition), they are sent to the frame "result1" (The Execution).

Example: Two conditional statements with different Conditions and different Executions

<pre>if (score < 10) { gotoAndPlay("result1"); }</pre>	<pre>if (score > 10) { gotoAndPlay("result2"); }</pre>
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