

Differences between ActionScript and C++

Variables

ActionScript	C++
<code>var i : Number = 0;</code>	<code>int i = 0;</code>
	<code>float gpa = 0.0;</code>
	<code>double temperature = 0.0;</code>
<code>var name : String = "Grommit";</code>	<code>string name = "Grommit";</code>
<code>var somePerson : Person;</code>	<code>Person somePerson;</code>
<code>var anotherPerson : Person("Wallace");</code>	<code>Person anotherPerson("Wallace");</code>
	<code>Person anotherPerson("Wallace", 35);</code>

If Statements (NO DIFFERENCES)

ActionScript	C++
<code>if (temperature == 100) { status = "Warm"; }</code>	<code>if (temperature == 100) { status = "Warm"; }</code>
<code>if (temperature < 20) { status = "Cold"; } else { status = "Warm"; }</code>	<code>if (temperature < 20) { status = "Cold"; } else { status = "Warm"; }</code>
<code>if ((temperature < 20) && (altitude >= 5280)) { status = "Cold"; }</code>	<code>if ((temperature < 20) && (altitude >= 5280)) { status = "Cold"; }</code>

Input / Output

ActionScript	C++
Create a textbox to get user input.	<pre>cout << "Enter the temperature: "; cin >> temperature;</pre>
Create a dynamic textbox to output a value.	<pre>cout << "The temperature is: "; cout << temperature; cout << endl;</pre>
	<pre>cout << "The temperature is: " << temperature << endl;</pre>

For loops

ActionScript	C++
<pre>for (var i:Number=0; i<10; i++) { show("The value is" + i); }</pre>	<pre>for (int i = 0; i < 10; i++) { cout << "The value is" << i << endl; }</pre>

Arrays (big difference here is you specify the type of array elements in C++ whereas in ActionScript arrays contain generic objects)

ActionScript	C++
<pre>var theArray:Array = new Array(50); theArray[0] = 5; // The next line of code is allowed // because ActionScript array cells can // contain any type of object. theArray[1] = "Hello World";</pre>	<pre>int theArray[50]; theArray[0] = 5; // The next line of code is an ERROR. // The array cells CAN ONLY CONTAIN // integers and "Hello World" is a string. theArray[1] = "Hello World";</pre>

Classes

ActionScript	C++
<pre>class Score { private var myCurrentScore:Number; function add(var points:Number) : Void { myCurrentScore += points; } }</pre>	<pre>class Score { private: int myCurrentScore; public: void add(int points); } void Score :: add(int points) { myCurrentScore += points; }</pre>

Functions

ActionScript	C++
<pre>function add(var first:Number, var second:Number) : Number { var result = first + second; return result; }</pre>	<pre>int add(int first, int second) { int result = first + second; return result; }</pre>