WEEK ONE: Lingo Syntax and Vocabulary

Types of scripts
• Movie scripts
• Frame scripts (frame behaviors)
• Cast member scripts
• Sprite scripts (sprite behaviors)

The anatomy of a script
• Events
• Handlers
• Commands
• Statements
• Expressions

Event types
• Keyboard and mouse events
• Frame events
• Browser and internet events
• Sprite events
• Movie in a window events
• Movie events
• Synchronizing media events
• Idle events
• Timeout events

Event order
• prepareMovie
• beginSprite
• prepareFrame
• startMovie
• enterFrame
• exitFrame
• endSprite
• stopMovie

Types of Lingo terms
• Commands
• Properties
• Functions
• Keywords
• Events
• Constants
• Operators

Data types
• Boolean values
• Strings
• Constants
• Floating-point numbers
• References to sprites and cast members
Exceptions to linear flow
• Repeat
• If…then…else
• Exit, Abort, Quit, Halt
• Return
• Custom handler names
• Pass
• Restart, Shutdown

Syntax
• Dot syntax
• List syntax
• Parentheses
• Comments
• String syntax

Operators
• Arithmetic operators
• Comparison operators
• Logical operators
• String operators

The Scripting window
• Continuation key (option return)
• Recompile
• Indentation
• Character limit = 32,000

Miscellaneous
• Local and global variables
• Repeat statements
• Case statements
• Arguments
• Parameters
• Put vs. put…into