

Date Class

The Date class is built-in to Flash. An instance of the Date is automatically initialized with the current date and time. The class has methods for retrieving the day, month, year, hours, seconds, and more.

- Start a new ActionScript 3 file.
- In the ActionScript window type the following:

```
var d:Date=new Date();  
trace(d.month);
```

The output window will display a number for the month beginning with 0 for January, 1 for February, 2 for March, etc.

If we want to display the name of the month we must use an array, then display the name of the month from the array:

```
var d:Date=new Date();  
var month: Array = new Array("January", "February", "March",  
"April", "May", "June","July", "August","September", "October",  
"November", "December");  
trace(month[d.month]);
```

Now you will see the name of the month in the output window.

If you trace d.day you will also see a number. The number is 0 for Sunday, 1 for Monday, etc. To see the name of the day add this to the code:

```
var day: Array = new Array("Sunday", "Monday", "Tuesday",  
"Wednesday", "Thursday", "Friday", "Saturday");  
trace(day[d.day]);
```

Other Dates

If we just say new Date() we automatically get the current date and time. If we want to use other dates we can specify the date as shown below:

```
var d:Date=new Date("3/25/2008"); //month/day/year
```

You can also put in the date using the values for year, month and day. If you do it this way you must subtract 1 from the month. For instance March 25, 2008 would be initialized as var d:Date=new Date(2008,2,25);

If you put in an invalid date such as March 35, 2008 then trace the date you will get the valid date that corresponds to the invalid date.: Since there are only 31 days in March, March 35 is interpreted as April 4th.

Valid Dates

One way to see if a date is valid is to put in the date, get it back and see if it is the same. The code below checks for leap year:

```
trace(leapyear(2006));
function leapyear(year:int):Boolean {
    var d:Date=new Date(year,1,29); //1 for Feb.
    trace(d.month);
    if(d.month==1) return true;
    else return false;
} //leapyear
```

What day were you Born?

- Add a text box. Make it input text and name it **txtBithday**.
- Add a dynamic text box and name it txtMessage.

```
stage.addEventListener(KeyboardEvent.KEY_DOWN,
showBirthday);
function showBirthday(e:KeyboardEvent): void {
    if(e.keyCode==13){ //enter pressed
        var d=new Date(txtBithday.text);
        txtMessage.text="You were born on "+day[d.day];
    } //enter pressed
} //showBirthday
```

