

Chapter 3 questions and challenges:

* download sample files at <http://www.learningactionscript3.com/downloads/> for Ch 3. Use these to learn from, not to copy.

#1

Create a draggable movie clip function using `evt.target` to make the function applicable to different clips. (*hint: you will need 2 event handlers for each clip- one to start drag and one to stop. See p 36 for more info*)

#2

Create an event listener and handler that adds an event to the stage which changes a property of a movieClip (.x, .y, width, height).

Ex

```
stage.addEventListener(MouseEvent.CLICK, onStageClick):
```

```
function onStageClick(evt:MouseEvent):void{  
    myMc.x++;  
}
```

#3

Create an animation that moves across the stage (using `Event.ENTER_FRAME`). Add a button that allows the viewer to increase the `frameRate`.

Ex:

```
myButton.addEventListener(MouseEvent.CLICK, goFaster);  
myButton2.addEventListener(MouseEvent.CLICK, goSlower);
```

write a function here that uses `stage.frameRate++`; to allow the button to speed up the fps. Write another which slows it down (use `--`)

MINI PROJECT

Create a simple interface like the one on page 37 that allows you to move change 3 or more properties of a movieclip you have placed on the stage. (Make sure you remember

to give it an INSTANCE NAME so you can refer to it in your code.) Get comfortable with writing eventListeners and event handlers. Have fun with this! Design of the interface will be part of your grade on this as well as your appropriate use of code and formatting.

Extra Challenge: include keyboard options for your buttons (see page 40)

To call a non keyword event, you will need to look up the key code for the keys you wish to access. Such as:

```
stage.addEventListener(KeyboardEvent.KEY_DOWN, goDoThis);
```

```
function goDoThis(event:KeyboardEvent){
```

```
    if(event.keyCode == 80){  
        //do this  
    }  
}
```