

```
var ball:MovieClip = new Ball();
ball.x = ball.y = 100;
this.addChild(ball);

stage.addEventListener(MouseEvent.CLICK, onClick, false, 0, true);

function onClick(evt:MouseEvent):void {
    this.removeChild(ball);
    //ball removed from display list but still exists
    trace(ball)
    ball = null;
    //ball now entirely removed
    trace(ball)

    stage.removeEventListener(MouseEvent.CLICK, onClick);
}
```