

```
var timer:Timer= new Timer(1000);
var inc:Number=0;
var ten:Number=0;

timer.addEventListener(TimerEvent.TIMER, onTimer, false, 0, true);

timer.start();
circle.x=0;

function onTimer(evt:TimerEvent){
    if (inc<=10){
        circle.alpha=0;
        circle.x=inc*8;
        inc++;
        circle.alpha+=.2;
    }else{
        onMinute();
    }
}

function onMinute():void{
    inc=0;
    trace("minute");
}
```