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var container:Sprite= new Sprite();// empty mc

var circle:MovieClip= new Circle();
var circle2:MovieClip= new Circle();
var circle3:MovieClip= new Circle();
var circle4:MovieClip= new Circle();

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

addChild(container);

circle.y=300;
circle2.y=300;
circle3.y=300;
circle4.y=300;

circle.x=100;
circle2.x=200;
circle3.x=300;
circle4.x=400;

container.addChild(circle);
container.addChild(circle2);
container.addChild(circle3);
container.addChild(circle4);

function onStage(evt:MouseEvent):void{

    if (container.numChildren>0){

        container.removeChildAt(container.numChildren-1);
    }
}
```