

Ch 3/ Part 2

TIMER EVENTS

Ex 1- Create a timer which rotates an object over time. (see p 45)

Ex 2 Create a timer that does an action every 5 seconds (1000 milliseconds == 1 second) for a total of 10 times.

Ex 3- Create a timer that checks for a condition and removes the listener when that condition is met (see p 46).

ADDING CHILDREN

Ex 4- make a movieClip and place it in your library. Add it to your stage using addChild(). You will need to give this a class name in your library (library> properties (make sure it is on advanced). Your class name should be capitalized. Your code might look something like this:

```
var myMonster: MovieClip= new Monster();
myMonster.x=200;
myMonnster.y=100;
addChild(myMonster);
```

if you wanted to add more than one monster, you could do something like this:

```
var otherMonster: MovieClip= new Monster();
otherMonster .x=400;
otherMonster y=400;
addChild(otherMonster);
```

MINIPROJECT TWO

Use visuals and code to create a non-traditional clock.

Use the timer events used in the above examples to create a “clock”. Emphasis is on becoming comfortable using timer events and adding children dynamically from the stage. Creative visual interpretation of your “clock” will additionally be evaluated. These will be presented in class. Due date will be announced in class.

Read over CH 4 for next week