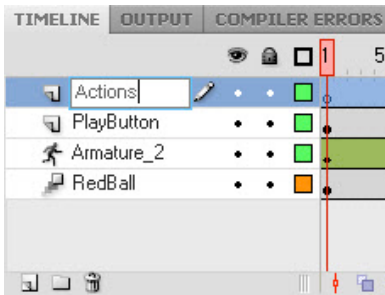


# L9-05: Bones

## Coding a "Play" Button

Name: \_\_\_\_\_ Period: \_\_\_\_\_ Folder: \_\_\_\_\_

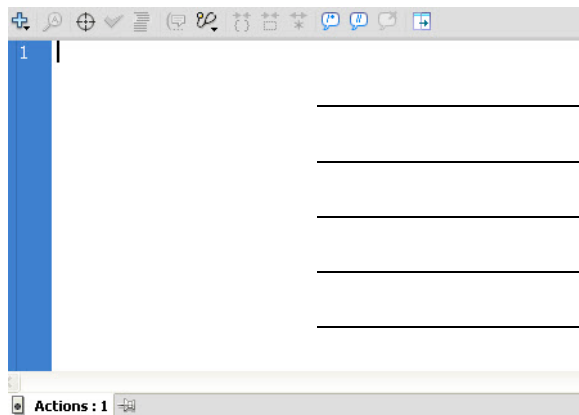
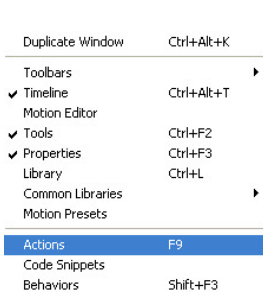


---

---

---

---



---

---

---

---

---



---

---

---

---

---

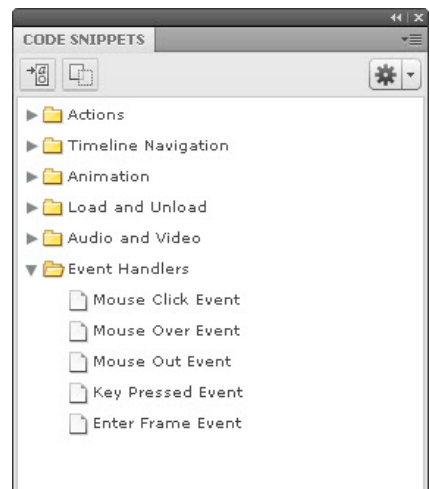
---

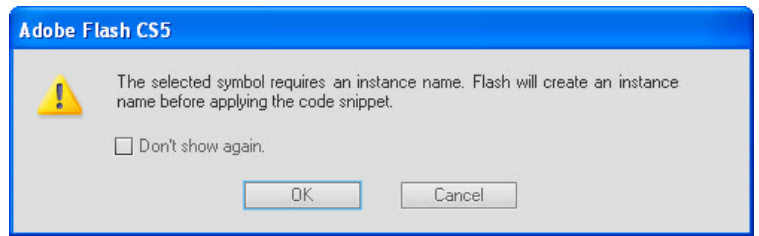
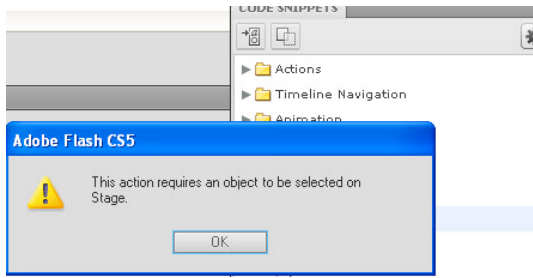
---

---

---

---






---



---



---



---



---

```

1 stop();
2
3 /* Mouse Click Event
4 Clicking on the specified symbol instance executes a function in which you can add
5
6 Instructions:
7 1. Add your custom code on a new line after the line that says "// Start your custom
8 The code will execute when the symbol instance is clicked.
9 */
10
11 button_1.addEventListener(MouseEvent.CLICK, fl_MouseClickHandler_3);
12
13 function fl_MouseClickHandler_3(event:MouseEvent):void
14 {
15     // Start your custom code
16     // This example code displays the words "Mouse clicked" in the Output panel.
17     trace("Mouse clicked");
18     // End your custom code
19 }
20

```

---



---



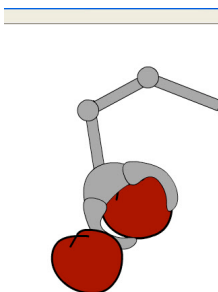
---



---



---




---



---



---



---



---

