

Topics

- Drag and Drop
- Using if/else and nesting if/else blocks
- Dynamic Text Fields

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Drag and drop

- Terminology
 - Draggable
 - Drop Target
- Must use movie clips.
- Instance names.

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Nesting code blocks

```
if(car == "out of gas" || car == "broken" || pool == "closed") {  
    // Can you spot the logic error?  
    // If the car is out of gas OR the car is broken OR the  
    // pool is closed, then no swimming lesson.  
} else {  
    if(rachel == "chicken") {  
        // Went to swimming lessons, but Rachel  
        // is chicken, so she is not swimming.  
    } else {  
        // Went to swimming lessons, Rachel is willing  
        // to swim.  
    }  
}
```

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Dynamic text fields

- Text can be altered using actionScript
- Syntax
`<instanceNameOfTextField>.text = "<new text>"`
- Example
`_root.feedbackText.text = "Wrong! Don't quit your day
job."`

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Getting Movie Clips to Move

- Use the startDrag() function
- Flash syntax:

```
on (press) {  
    this.startDrag();  
}
```

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Other important functions/properties

- `stopDrag();` // sets a movie clip "down".
- `._x;` // the x coordinate of an object*
- `._y;` // the y coordinate of an object*
- `eval(movieClipInstance._droptarget);` /*
returns the absolute dot syntax reference to a
movie clip's drop target (from the top of the
heirarchy) For example: `_root.semiDryBottle.*` */
- `.text;` // the contents of a text field*

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