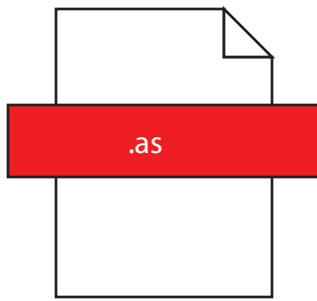


Communication Between Classes and .fla Documents



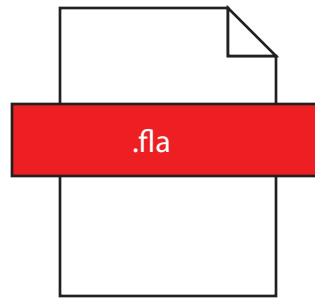
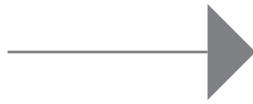
SuperShape.as

```
constructor
// trace out "SuperShape Instantiated"

makeCircle()
// Class method to create a circle

makeSquare()
// Class method to create a square

makeRoundRectangle()
// Class method to create a roundedRectangle
```



main.fla

```
Create 3 buttons on the stage.

Instantiate the SuperShape class

circle_btn
// call the makeCircle method
// pass custom argument for x and y

square_btn
// call the makeSquare method
// pass custom argument for x and y

roundrect_btn
// call the MakeRoundRectangle method
// pass custom argument for x and y
```

