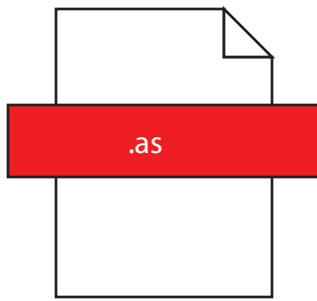
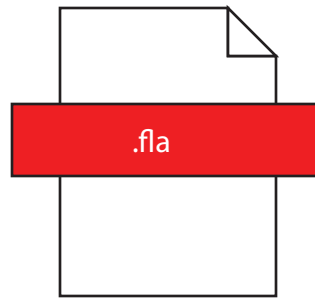
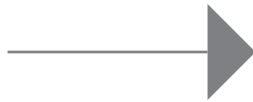


Communication Between Classes and .fla Documents



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
```

