

```
/*
    Tweening is not included by default in flash, so we
    have to import the libraries to be able to do it.
*/
import fl.transitions.*;
import fl.transitions.easing.*;

//A tween is its own variable
//Here we create one that we will used to tween three buttons
var myTween:Tween;

/*
    Now we tween the three buttons onto the stage
    For more information on the tween parameters, check out the help files
    on the tween class.
*/
myTween = new Tween(btn1, "y", Elastic.easeOut, 0, 50, 3, true);
myTween = new Tween(btn2, "y", Elastic.easeOut, 0, 100, 3, true);
myTween = new Tween(btn3, "y", Elastic.easeOut, 0, 150, 3, true);
```