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import flash.text.TextField; //dynamically create a textfield
import fl.transitions.*; //tween easing
import fl.transitions.easing.*; //tween easing

////////////////////////////////////
//
// CREATED BY: Ronald J. Glotzbach
// DATE: November 29, 2011 - December 6, 2011
//
////////////////////////////////////

var myTweenA:Tween; //Tween object for the letter A
var myTweenE:Tween; //Tween object for the letter E
var myTweenI:Tween; //Tween object for the letter I
var myTweenO:Tween; //Tween object for the letter O
var myTweenU:Tween; //Tween object for the letter U
var myTweenArrow:Tween; //Tween object for the next arrow
var myTweenEnd:Tween; //Tween object for the end
var myTweenX1:Tween; //Tween object for redX
var myTweenX2:Tween; //Tween object for redX
var myTweenX3:Tween; //Tween object for redX
var myTweenX4:Tween; //Tween object for redX
var wordsLevel1 = new Array(); //Array to hold the words
var level1Graphics = new Array(); //Array to hold the images
var linesArray = new Array(); //Array to hold the horizontal lines
var lettersArray = new Array(); //Array to hold the characters of a word
var textBoxArray = new Array(); //Array to hold textboxes that hold chars
var redXarray = new Array(); //Array to hold red X's
var nextImage = null; //Used to place images into level1Graphics
var newLetter = null; //Used to place letters of a word on screen
var wordCounter:int = 0; //The index to count through words/images
var redXcounter:int = 0; //The index used in redXarray
var missingLetter:String = ""; //The letter that is missing from the word
var showWholeWord:Boolean = false; //false hides the vowel, true shows it
//Objects below created in flash that exists in library
//Make sure that you set the property to Read Only and NOT Editable
var letterA = new A(); //listed as A in library, linkage = A
var letterE = new E(); //listed as E in library, linkage = E
var letterI = new I(); //listed as I in library, linkage = I
var letterO = new O(); //listed as O in library, linkage = O
var letterU = new U(); //listed as U in library, linkage = U
var cmark = new checkmark(); //listed as checkmark in library
var nextarr = new arrow(); //listed as arrow in library
var end = new theend(); //listed as theend in library
var replay = new playAgain(); //listed as playAgain in library
var xmark = new redX(); //listed as redX in library
var sayYay = new yay(); //listed as yay in library
var sayAww = new aww(); //listed as aww in library

////////////////////////////////////
// BEGIN Drop the vowels
////////////////////////////////////
function dropVowels():void
{
    letterA.x = 100; //Set initial X position to 100
    letterA.y = -250; //Set initial Y position to -250
    stage.addChild(letterA); //Add the object to the stage so it is visible
    letterE.x = 225; //Set initial X so it doesn't overlap the others
    letterE.y = -150; //Set initial Y so it drops a little different
    stage.addChild(letterE); //Add the object to the stage so it is visible
    letterI.x = 350; //Set initial X so it doesn't overlap the others
    letterI.y = -300; //Set initial Y so it drops a little different
    stage.addChild(letterI); //Add the object to the stage so it is visible
    letterO.x = 475; //Set initial X so it doesn't overlap the others
    letterO.y = -200; //Set initial Y so it drops a little different
    stage.addChild(letterO); //Add the object to the stage so it is visible
    letterU.x = 600; //Set initial X so it doesn't overlap the others
    letterU.y = -350; //Set initial Y so it drops a little different
    stage.addChild(letterU); //Add the object to the stage so it is visible
}

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//Add a tween for each letter so that it starts off the top of the stage
//and drops vertically to the point X,Y listed below.
//Use Elastic so it's like each letter is attached to a rubber band.
// Tween(object, axis, function, x value, y value, duration, useSeconds?)
myTweenA = new Tween(letterA, "y", Elastic.easeOut, 0, 175, 3, true);
myTweenE = new Tween(letterE, "y", Elastic.easeOut, 0, 225, 3, true);
myTweenI = new Tween(letterI, "y", Elastic.easeOut, 0, 175, 3, true);
myTweenO = new Tween(letterO, "y", Elastic.easeOut, 0, 225, 3, true);
myTweenU = new Tween(letterU, "y", Elastic.easeOut, 0, 175, 3, true);

//Add event listeners to each letter, listen for mouse click
letterA.addEventListener(MouseEvent.CLICK, checkLetterA);
letterE.addEventListener(MouseEvent.CLICK, checkLetterE);
letterI.addEventListener(MouseEvent.CLICK, checkLetterI);
letterO.addEventListener(MouseEvent.CLICK, checkLetterO);
letterU.addEventListener(MouseEvent.CLICK, checkLetterU);
}

////////////////////////////////////
// END Drop the vowels
////////////////////////////////////
// BEGIN re-tween the vowels
////////////////////////////////////

function reDropVowels()
{
    //Move vowels up off the screen
    //Positions copied from other function
    letterA.x = 100;           //Set initial X position to 100
    letterA.y = -250;          //Set initial Y position to -250
    letterE.x = 225;           //Set initial X so it doesn't overlap the others
    letterE.y = -150;          //Set initial Y so it drops a little different
    letterI.x = 350;           //Set initial X so it doesn't overlap the others
    letterI.y = -300;          //Set initial Y so it drops a little different
    letterO.x = 475;           //Set initial X so it doesn't overlap the others
    letterO.y = -200;          //Set initial Y so it drops a little different
    letterU.x = 600;           //Set initial X so it doesn't overlap the others
    letterU.y = -350;          //Set initial Y so it drops a little different

    //Tweens copied from the other function
    myTweenA = new Tween(letterA, "y", Elastic.easeOut, 0, 175, 3, true);
    myTweenE = new Tween(letterE, "y", Elastic.easeOut, 0, 225, 3, true);
    myTweenI = new Tween(letterI, "y", Elastic.easeOut, 0, 175, 3, true);
    myTweenO = new Tween(letterO, "y", Elastic.easeOut, 0, 225, 3, true);
    myTweenU = new Tween(letterU, "y", Elastic.easeOut, 0, 175, 3, true);
}

////////////////////////////////////
// END re-tween the vowels
////////////////////////////////////
// BEGIN event handling
////////////////////////////////////

function checkLetterA(e:Event):void
{
    if(missingLetter == "A")
        correctAnswer();
    else
        wrongAnswer("A");
}

function checkLetterE(e:Event):void
{
    if(missingLetter == "E")
        correctAnswer();
    else
        wrongAnswer("E");
}

function checkLetterI(e:Event):void
{
    if(missingLetter == "I")
        correctAnswer();
    else
        wrongAnswer("I");
}
}

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function checkLetterO(e:Event):void
{
    if(missingLetter == "O")
        correctAnswer();
    else
        wrongAnswer("O");
}

function checkLetterU(e:Event):void
{
    if(missingLetter == "U")
        correctAnswer();
    else
        wrongAnswer("U");
}

////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
// END event handling
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
// BEGIN Correct Answer
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
function correctAnswer():void
{
    sayYay.play();
    unDisplayWord();
    showWholeWord = true;
    displayWord();
    cmark.x = 320;
    cmark.y = 395;
    stage.addChild(cmark);
    nextarr.x = -100;
    nextarr.y = 100;
    stage.addChild(nextarr);
    myTweenArrow = new Tween(nextarr, "x", Elastic.easeOut, 0, 540, 5, true);
    nextarr.addEventListener(MouseEvent.CLICK, showNextWord);
}

////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
// END Correct Answer
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
// BEGIN Wrong Answer
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
function wrongAnswer(vowel:String):void
{
    sayAww.play();
    xmark = new redX();
    xmark.x = 225;
    xmark.y = 100;
    redXarray[redXcounter] = xmark;
    stage.addChild(redXarray[redXcounter]);

    if(vowel == "A")
    {
        myTweenX1 = new Tween(redXarray[redXcounter], "x", None.easeNone, 225, 100, 1, true);
        myTweenX2 = new Tween(redXarray[redXcounter], "y", None.easeNone, 100, 83, 1, true);
    }
    else if(vowel == "E")
    {
        myTweenX1 = new Tween(redXarray[redXcounter], "x", None.easeNone, 225, 225, 1, true);
        myTweenX2 = new Tween(redXarray[redXcounter], "y", None.easeNone, 100, 133, 1, true);
    }
    else if(vowel == "I")
    {
        myTweenX1 = new Tween(redXarray[redXcounter], "x", None.easeNone, 225, 350, 1, true);
        myTweenX2 = new Tween(redXarray[redXcounter], "y", None.easeNone, 100, 83, 1, true);
    }
    else if(vowel == "O")
    {
        myTweenX1 = new Tween(redXarray[redXcounter], "x", None.easeNone, 225, 475, 1, true);
        myTweenX2 = new Tween(redXarray[redXcounter], "y", None.easeNone, 100, 133, 1, true);
    }
    else if(vowel == "U")
    {

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myTweenX1 = new Tween(redXarray[redXcounter], "x", None.easeNone, 225, 600, 1, true);
myTweenX2 = new Tween(redXarray[redXcounter], "y", None.easeNone, 100, 83, 1, true);
}

myTweenX3 = new Tween(redXarray[redXcounter], "scaleX", None.easeNone, 1, .3, 1, true);
myTweenX4 = new Tween(redXarray[redXcounter], "scaleY", None.easeNone, 1, .3, 1, true);

redXcounter++;
}
////////////////////////////////////
// END Wrong Answer
////////////////////////////////////
// BEGIN removeX
////////////////////////////////////
function removeX()
{
    var i:int = 0;
    for(i=0; i < redXcounter; i++)
    {
        stage.removeChild(redXarray[i]);
    }
    redXcounter = 0;
}
////////////////////////////////////
// END removeX
////////////////////////////////////
// BEGIN ShowNextWord
////////////////////////////////////
function showNextWord(e:Event):void
{
    removeX();
    stage.removeChild(cmark);
    stage.removeChild(nextarr);

    if(wordCounter == level1Graphics.length-1)
    {
        //the end
        unDisplayWord();
        showWholeWord = false;
        stage.removeChild(level1Graphics[wordCounter]); //remove the image
        end.x = 30;
        end.y = 100;
        stage.addChild(end);
        replay.x = 255;
        replay.y = 275;
        stage.addChild(replay);
        replay.addEventListener(MouseEvent.CLICK, startOver);
        myTweenEnd = new Tween(end, "y", Back.easeIn, 0, 100, 1, true);
    }
    else
    {
        reDropVowels(); //drop the vowels again
        unDisplayWord();
        showWholeWord = false;
        stage.removeChild(level1Graphics[wordCounter]); //remove the image
        wordCounter++; //increment the counter for the word
        stage.addChild(level1Graphics[wordCounter]); //add the next image
        displayWord();
    }
}
////////////////////////////////////
// END ShowNextWord
////////////////////////////////////
// BEGIN startOver
////////////////////////////////////
function startOver(e:Event):void
{
    stage.removeChild(replay);
    stage.removeChild(end);
}

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reDropVowels();
wordCounter = 0;
stage.addChild(level1Graphics[wordCounter]);
displayWord();
}
////////////////////////////////////
// END startOver
////////////////////////////////////
////////////////////////////////////
// BEGIN initializeGame
////////////////////////////////////
function initializeGame():void
{
    // Use all caps
    // Store some words inot the word array
    wordsLevel1[0] = "DOG";
    wordsLevel1[1] = "CAT";
    wordsLevel1[2] = "HEN";
    wordsLevel1[3] = "PIG";
    wordsLevel1[4] = "COW";
    wordsLevel1[5] = "DUCK";
    wordsLevel1[6] = "FROG";
    wordsLevel1[7] = "BIRD";
    wordsLevel1[8] = "CRAB";
    wordsLevel1[9] = "WOLF";
    wordsLevel1[10] = "BUNNY";
    wordsLevel1[11] = "PUPPY";
    wordsLevel1[12] = "SHARK";

    //Place the images into an array for later access
    nextImage = new dog();           //create a new instance of dog
    nextImage.x = 775;                //set the x coordinate on the stage
    nextImage.y = 575;                //set the y coordinate on the stage
    level1Graphics[0] = nextImage;    //add the object to the array

    nextImage = new cat();            //create a new instance of cat
    nextImage.x = 775;                //set the x coordinate on the stage
    nextImage.y = 575;                //set the y coordinate on the stage
    level1Graphics[1] = nextImage;    //add the object to the array

    nextImage = new hen();            //create a new instance of hen
    nextImage.x = 775;                //set the x coordinate on the stage
    nextImage.y = 575;                //set the y coordinate on the stage
    level1Graphics[2] = nextImage;    //add the object to the array

    nextImage = new pig();            //create a new instance of pig
    nextImage.x = 775;                //set the x coordinate on the stage
    nextImage.y = 575;                //set the y coordinate on the stage
    level1Graphics[3] = nextImage;    //add the object to the array

    nextImage = new cow();            //create a new instance of cow
    nextImage.x = 775;                //set the x coordinate on the stage
    nextImage.y = 575;                //set the y coordinate on the stage
    level1Graphics[4] = nextImage;    //add the object to the array

    nextImage = new duck();           //create a new instance of duck
    nextImage.x = 775;                //set the x coordinate on the stage
    nextImage.y = 575;                //set the y coordinate on the stage
    level1Graphics[5] = nextImage;    //add the object to the array

    nextImage = new frog();           //create a new instance of frog
    nextImage.x = 775;                //set the x coordinate on the stage
    nextImage.y = 575;                //set the y coordinate on the stage
    level1Graphics[6] = nextImage;    //add the object to the array

    nextImage = new bird();           //create a new instance of bird
    nextImage.x = 775;                //set the x coordinate on the stage
    nextImage.y = 575;                //set the y coordinate on the stage
    level1Graphics[7] = nextImage;    //add the object to the array

    nextImage = new crab();           //create a new instance of crab
    nextImage.x = 775;                //set the x coordinate on the stage

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nextImage.y = 575; //set the y coordinate on the stage
level1Graphics[8] = nextImage; //add the object to the array

nextImage = new wolf(); //create a new instance of wolf
nextImage.x = 775; //set the x coordinate on the stage
nextImage.y = 575; //set the y coordinate on the stage
level1Graphics[9] = nextImage; //add the object to the array

nextImage = new bunny(); //create a new instance of bunny
nextImage.x = 775; //set the x coordinate on the stage
nextImage.y = 575; //set the y coordinate on the stage
level1Graphics[10] = nextImage; //add the object to the array

nextImage = new puppy(); //create a new instance of puppy
nextImage.x = 775; //set the x coordinate on the stage
nextImage.y = 575; //set the y coordinate on the stage
level1Graphics[11] = nextImage; //add the object to the array

nextImage = new shark(); //create a new instance of shark
nextImage.x = 775; //set the x coordinate on the stage
nextImage.y = 575; //set the y coordinate on the stage
level1Graphics[12] = nextImage; //add the object to the array
}
////////////////////////////////////
// END initializeGame
////////////////////////////////////
////////////////////////////////////
// BEGIN change word
////////////////////////////////////
function changeWord():void
{
    stage.addChild(level1Graphics[wordCounter]);
}
////////////////////////////////////
// END change word
////////////////////////////////////
// BEGIN displayWord to place text from array on lines
////////////////////////////////////
function displayWord()
{
    //split a word into an array of characters
    lettersArray = wordsLevel1[wordCounter].split('');
    //counter for the following for loop
    var counter:int = 0;
    //loop through the characters in a word and display them one by one
    //remove the vowel, do not display it.
    for(counter=0; counter < lettersArray.length; counter++)
    {
        nextImage = new BlankLine();
        nextImage.x = (counter*75) + 50;
        nextImage.y = 500;
        linesArray[counter] = nextImage;
        stage.addChild(linesArray[counter]);

        if(showWholeWord)
        {
            newLetter = new letter();
            newLetter.txtBox.text = lettersArray[counter];
            newLetter.x = (counter*75) + 50;
            newLetter.y = 500;
            textBoxArray[counter] = newLetter;
            stage.addChild(textBoxArray[counter]);
        }
        else
        {
            if((lettersArray[counter] != "A") && (lettersArray[counter] != "E") && (lettersArray[count
            {
                newLetter = new letter();
                newLetter.txtBox.text = lettersArray[counter];
                newLetter.x = (counter*75) + 50;
                newLetter.y = 500;
            }
        }
    }
}

```

```

        textBoxArray[counter] = newLetter;
        stage.addChild(textBoxArray[counter]);
    }
    else
    {
        missingLetter = lettersArray[counter];
    }
}
} // end for loop
}

////////////////////////////////////
// END displayWord to place text from array on lines
////////////////////////////////////
// BEGIN unDisplayWord to remove lines and letters
////////////////////////////////////
function unDisplayWord()
{
    var counter:int = 0;
    //loop through the characters in a word and display them one by one
    //remove the vowel, do not display it.
    for(counter=0; counter < lettersArray.length; counter++)
    {
        stage.removeChild(linesArray[counter]);

        if(showWholeWord)
        {
            stage.removeChild(textBoxArray[counter]);
        }
        else
        {
            if((lettersArray[counter] != "A") && (lettersArray[counter] != "E") && (lettersArray[count
            {
                stage.removeChild(textBoxArray[counter]);
            }
        }
    } // end for loop
}

////////////////////////////////////
// END unDisplayWord to remove lines and letters
////////////////////////////////////

//first, call dropVowels
dropVowels();
//second, call initializeGame to store images into array
initializeGame();
//third, call changWord to add the image to the stage.
changWord();
//fourth, display the word with missing vowel
displayWord();

```