

## CISC 110 Lab 5

In this lab, you will start with one of your previous assignments, either Assignment 3 or Assignment 4, your choice. (Make a back-up copy of your assignment before you start.)

### **PART 1:**

Create three buttons to add to your animation:

- **Stop** – a button that when pressed will cause your animation to stop
- **Play** – a button that when pressed will cause your animation to start playing
- **Rewind** – a button that when pressed will cause your animation to go to the first frame and stop there.

**If you have ideas for different buttons to add to your animation instead of these, you can use your ideas instead. However, you must add three different buttons and at least one of them must control the playing of the animation by jumping to a different frame, at which it either stops or starts the animation.** The other two buttons could control the display of text in a text field or control the movement or visibility of a graphic object, or anything else you can think of.

Place the stop, play, and rewind buttons on the first frame of a separate layer in your animation, so the user can see them at all times while your animation is playing.

Go through the following steps to create each button:

1. Create the shape you want for your button (rectangle, circle, ...) with any look you want (color, gradient, bitmap, words, ...)
2. Convert your shape to a Button symbol and give it a symbol name (e.g., PlayButton). Capitalize the first letter, since a symbol name is a class name.
3. In the Properties panel, give your button an instance name (e.g., playBtn )
4. Double click on your button and look at its timeline to edit its four frames: **up**, **over**, **down**, and **hit**. Insert key frames on **over** and **down** and change the look of your button for those states in any way you wish.
5. Write an event-handler function for your button that has a single parameter of type MouseEvent. In the body of your function, say what action should occur when your button is pressed, e.g., play( );
6. Add an event listener for your button. Be sure to apply the addEventListener method to your instance name (e.g., playBtn), not your symbol name (e.g., PlayButton)! For an example, see p. 219 of your Flash text.

### **PART 2:**

Upload your Flash animation project to the Web, following the instructions in “Uploading Flash Project” on our web page under Lab 5. Read the detailed instructions on our web page first. Then refer to the brief summary on the back of this page.

## Brief Summary of Upload Instructions:

### ***Publish Your Project Within Flash: See Lesson 1 of your Flash text, pp. 28-29***

1. Select File | Publish Settings in the Flash main menu.
2. The Publish Settings dialog box then opens. Click the Formats tab.
3. Select the Flash (.swf) and HTML (.html) options, if they're not already selected.
4. Click the HTML tab.
5. Deselect the Loop option.
6. Click Publish at the bottom of the Publish settings dialog box.
7. Click OK to close the dialog box.
8. Look in your project folder (where your .fla file is) to see the files created by Flash.

### ***Upload Your Files to the Web Server: See Screen Shots on CASLab Page:***

<http://www.caslab.queensu.ca>.

In the left side menu, select: How To ... | Use SSH | Accessing files using WinSCP.

1. Start WinSCP. You will find it somewhere under "Programs".
2. Connect to the Web server. Fill in the following information in the input boxes in WinSCP and then click the Login button.  
**Host name** = hera.caslab.queensu.ca  
**User name** = <your CASLab net id>  
**Password** = <your CASLab password>  
**Port** = 22
3. The first time you connect to a remote machine, a confirmation box will appear. Select Yes to continue. An "authentication banner" window may also appear. Select "Continue".
4. A window should now appear showing the folders on the Web server computer (Remote site). In the remote site, navigate to /cas/course/cisc110/<your CASLab net id>
5. In your personal files, navigate to your Project folder. Drag and drop your HTML file and your .swf file into your folder in the remote site window.

### **YOU ARE DONE!**

To access your page in a web browser, go to:

<http://www.caslab.queensu.ca/cisc110/<your CASLab net id>/<your file name>.html>

Send this link to your friends and family, so that they can see your work on the Web.