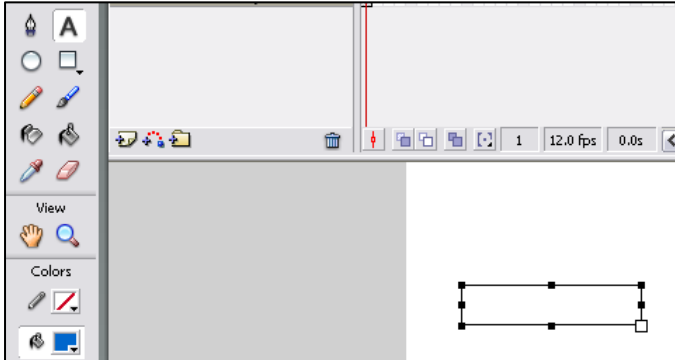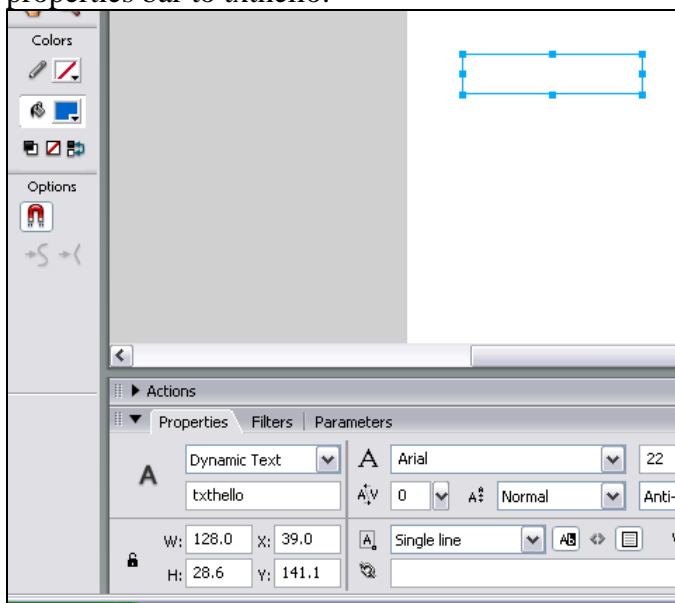# Hello World!

Step 1 – Start a new Flash Movie

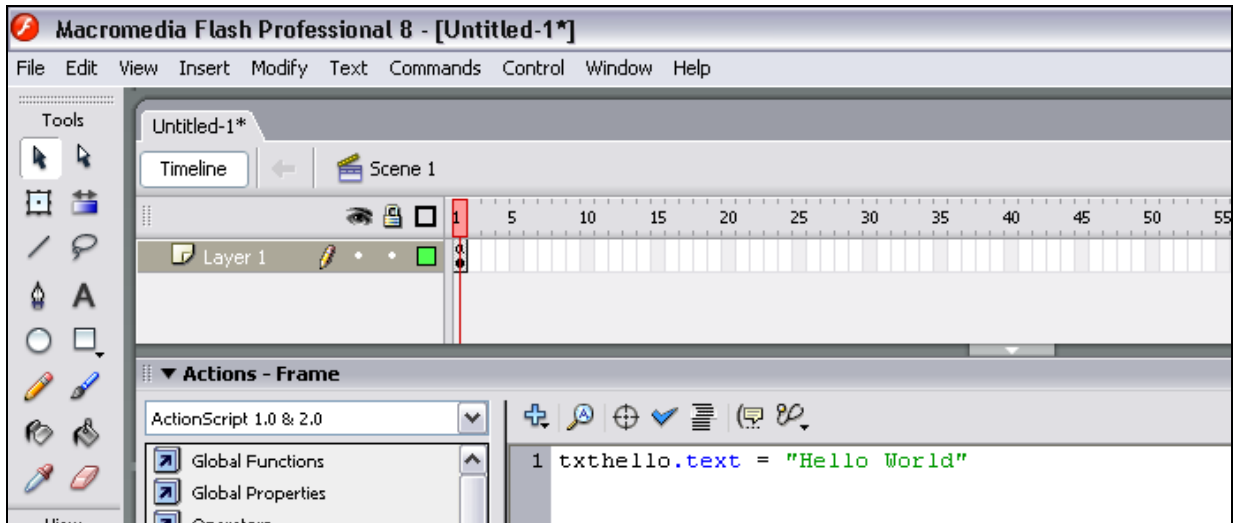Step 2 – Get the text tool and draw a text box:

Step 3 – With the text box you just drew selected, change the instance name on the properties bar to txthello:
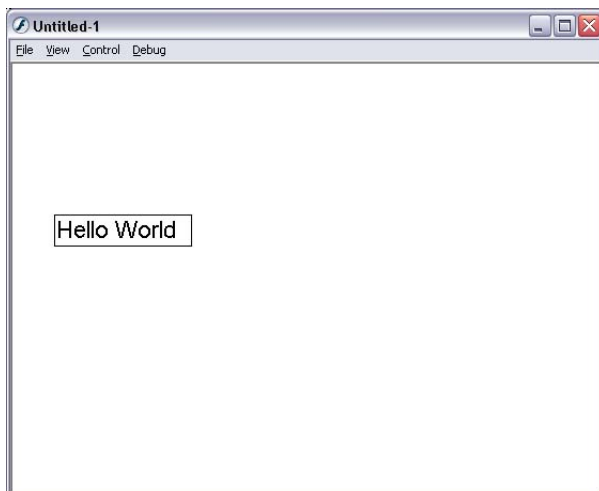

Step 4 – click on the canvas so the text box is deselected!

Step 5 – click Window → **Actions**

Step 6 – add the following actions (on the next page!):

Step 7 – Click control → test movie… what do you think?

Step 8 – save your first action script file as **helloWorld**

Questions:

1. In programming computer games, what do you think the difference is between *input* and *output*? If you don't know have a guess!
2. Were the words written on the screen "hello world" an example of *input* or *output*?
3. what was the instance name of the text box we used on the screen?
4. with the line in the action script **txthello.text = "Hello World"**, name:
   a. the instance name of the *control* we were changing (in this case the text box, you just did it a second ago!)…
   b. the *property* of the *control* we were changing (hint – the stuff in blue after the dot)
   c. the new *value* we were *assigning* the control.property (hint – the stuff in green!)

Extension Questions:

5. what do you think the **txthello.text** value was equal to before the program started?
6. see if you can write the line of action script that would clear all the text in the **txthello** control! (in flash or just below here is fine!)