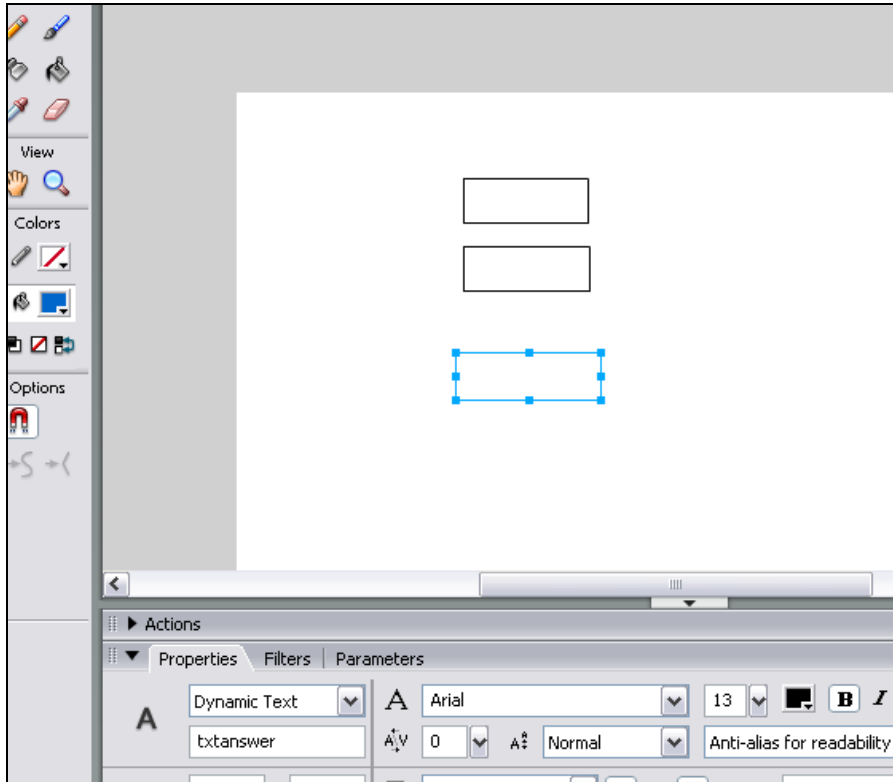


Basic Input - Calculator

Step 1 – Start a new Flash Movie

Step 2 – Draw 3 separate textboxes on your canvas (do not get lazy and copy and paste them!)..... and give them the instance names (from top to bottom):

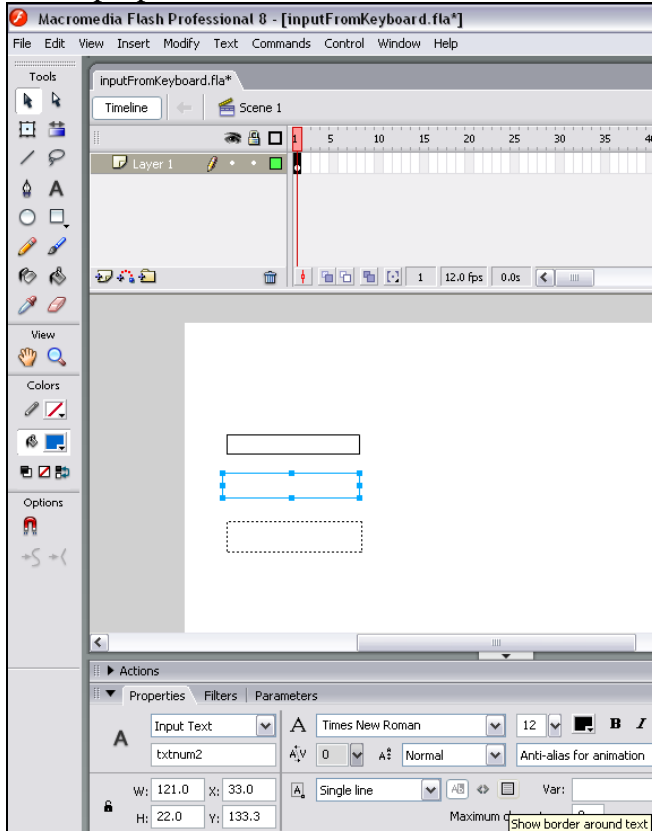
txtnum1
txtnum2
txtanswer



Step 3 – On the properties bar, change *txtnum1* and *txtnum2* to **Input Text**, and change *txtanswer* to **Dynamic Text**:

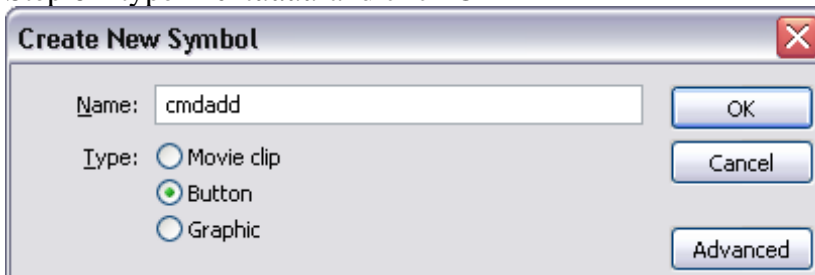


Step 4 – Click on each text box (separately) and click the *Show border around text* button on the properties bar...:

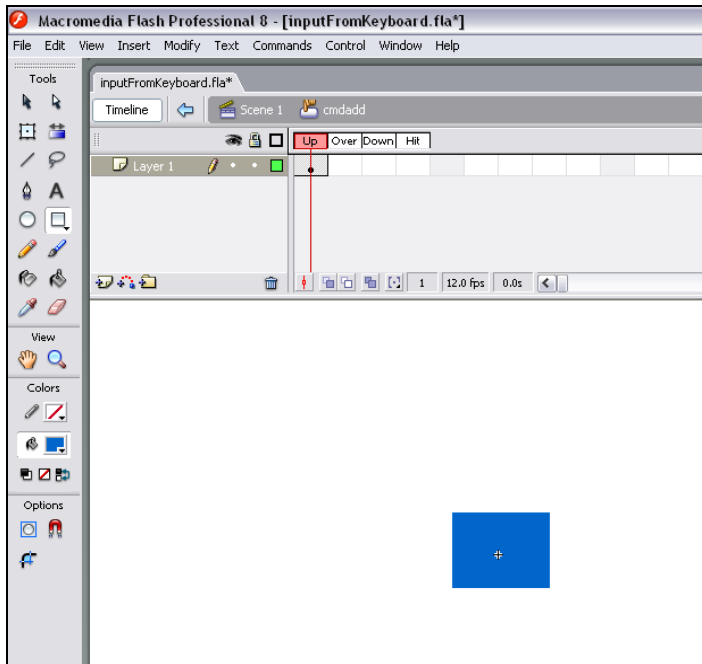


Step 5 – Click Insert → New Symbol...

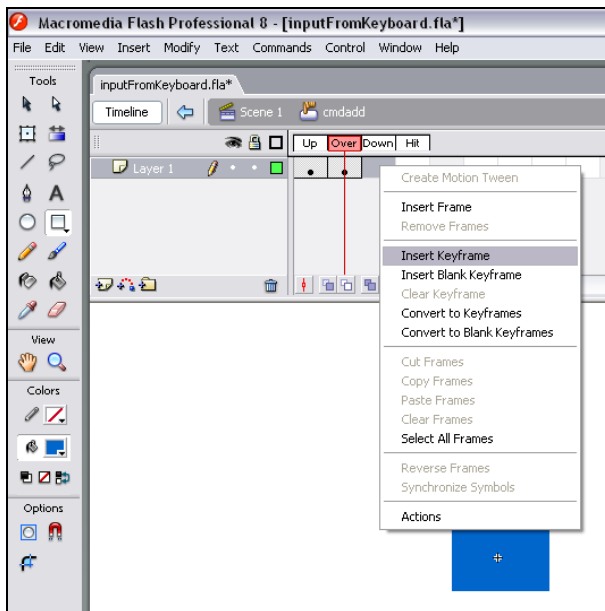
Step 6 – type in *cmdadd* and click OK



Step 7 – With the rectangle tool draw yourself a button as shown in this diagram (next page!):



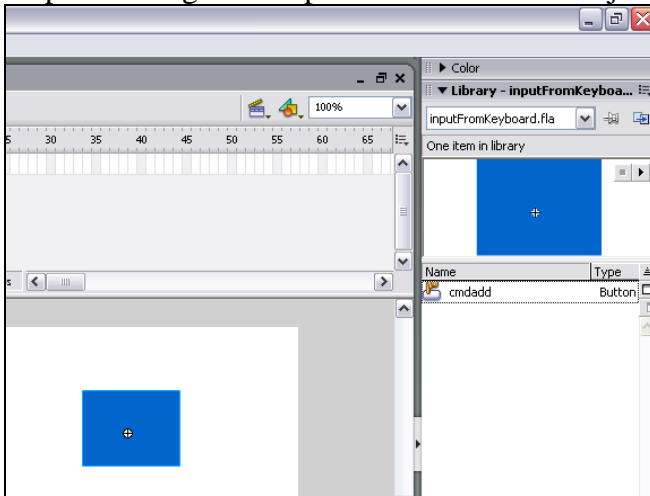
Step 8 – Right-Click and **insert keyframes** for each of the *Up*, *Over* and *Down* States:



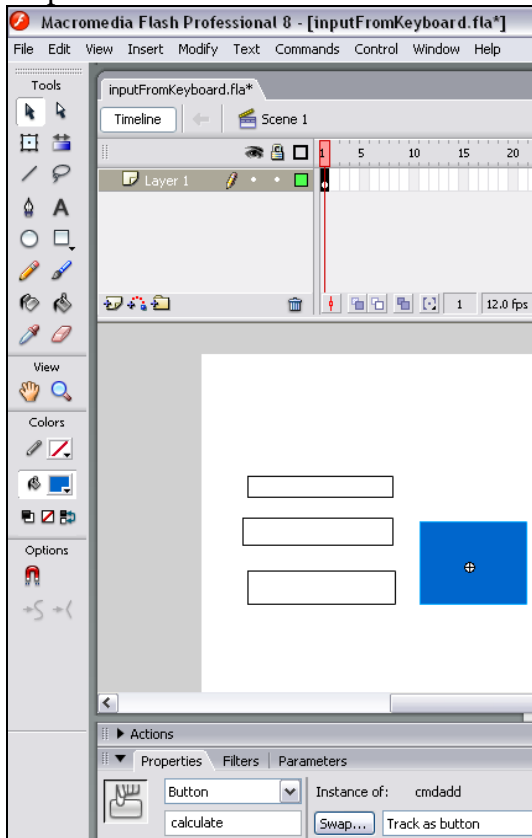
Step 9 – Click back into Scene 1



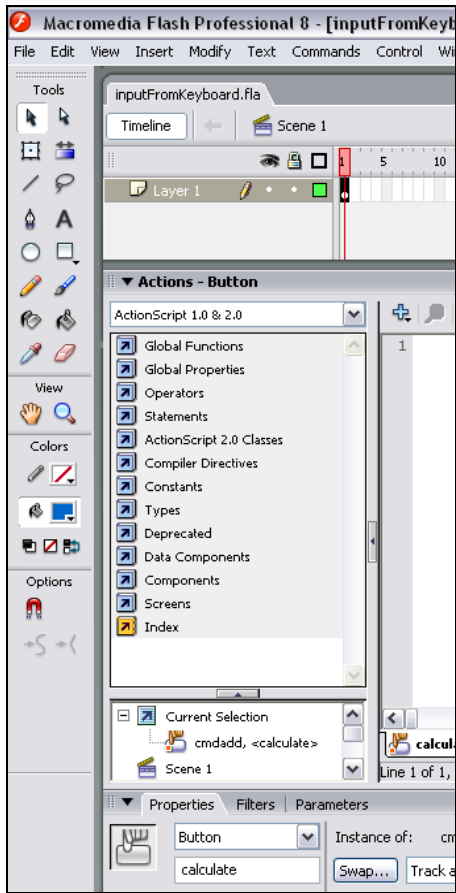
Step 10 – Drag and drop the cmdadd button object from the library onto the stage:



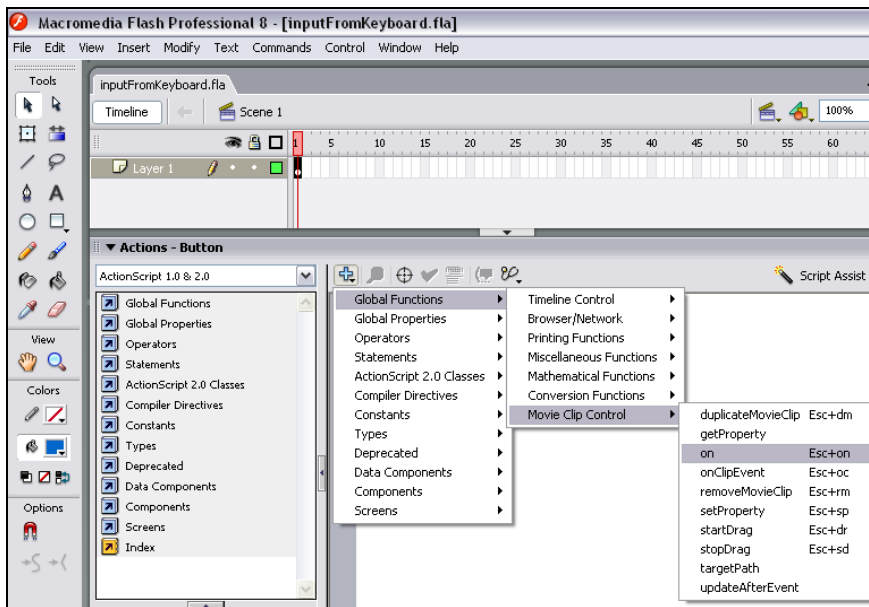
Step 11 – Give an instance name to the cmdadd button – call it *calculate*:



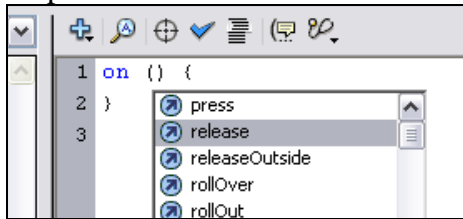
Step 12 – With the button selected... click on the Actions panel (next page!):



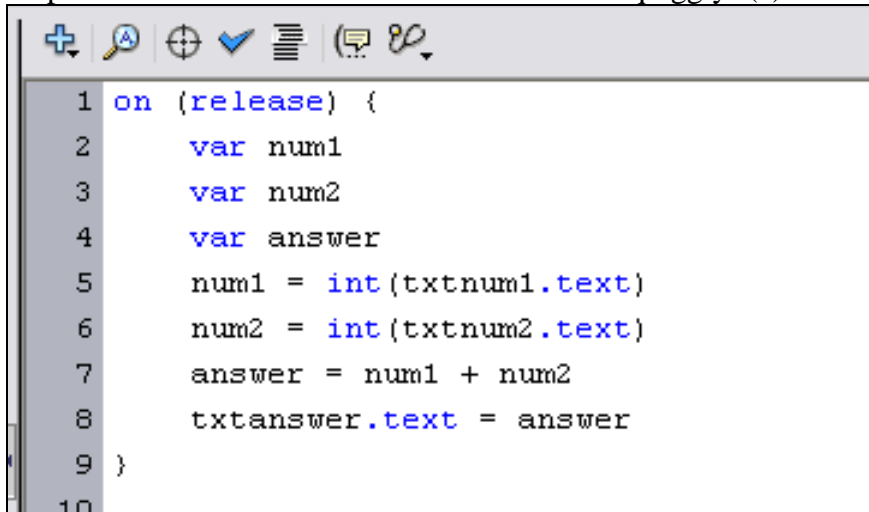
Step 13 – Click the “Plus”, and go **Global Functions** → **Movie Clip Control** → **on**



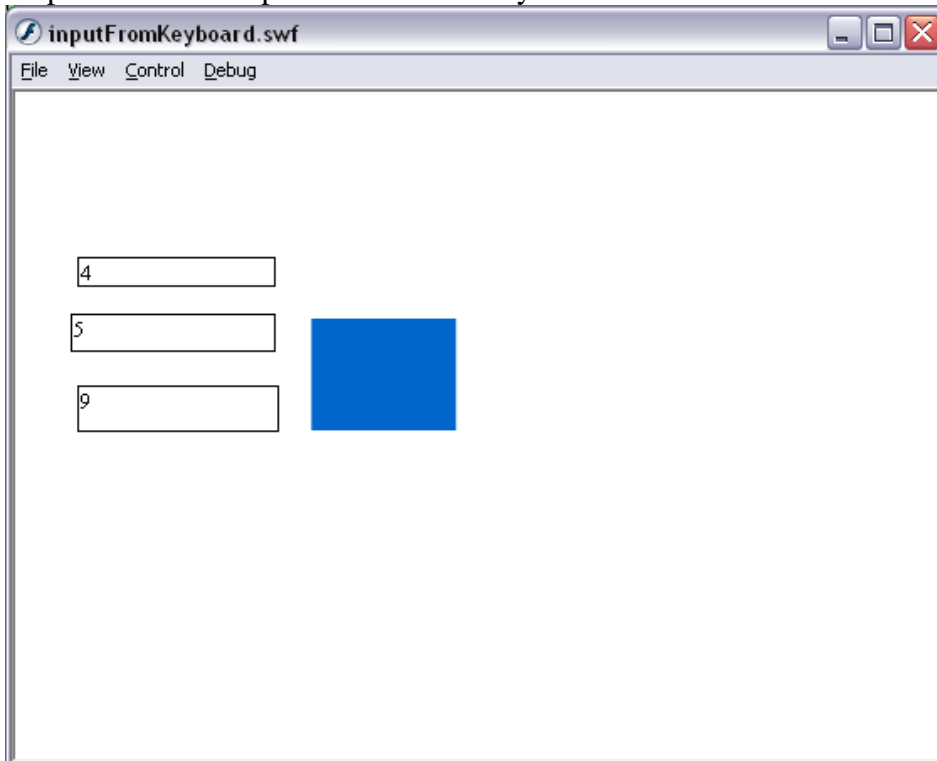
Step 14 – double-click “release”:



Step 15 – ...now add this code in between the ‘squiggly’ (?) brackets!



Step 16 – Save and preview... what do you think?



Questions:

1. remove the `int(.....)` from the code... so it reads:

```
num1 = txtnum1.text  
num2 = txtnum2.text
```

What happens? Good or bad? When might I want this to happen?

2. Can you modify this code so that it does minus instead of add?
3. what is the difference between **input text** and **dynamic text**?
4. why do I have to have this bit of code -

```
on(release) {  
  ...  
}
```

what is it good for? Why would I need it?

Extension:

1. Add to the calculator:
 - a. A minus button
 - b. A times button
 - c. A divide button...
2. Can you make it look like an actual calculator by adding buttons instead of textboxes for the numbers? This is quite a challenge...