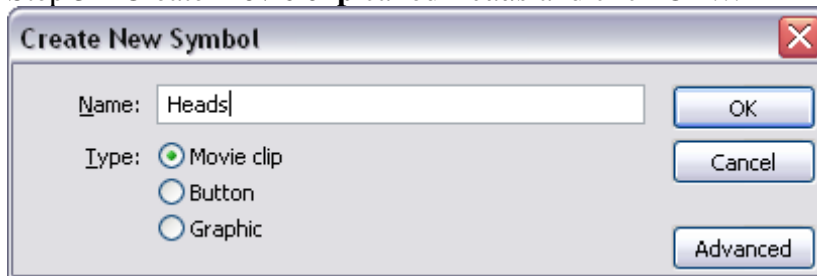


Coin Toss

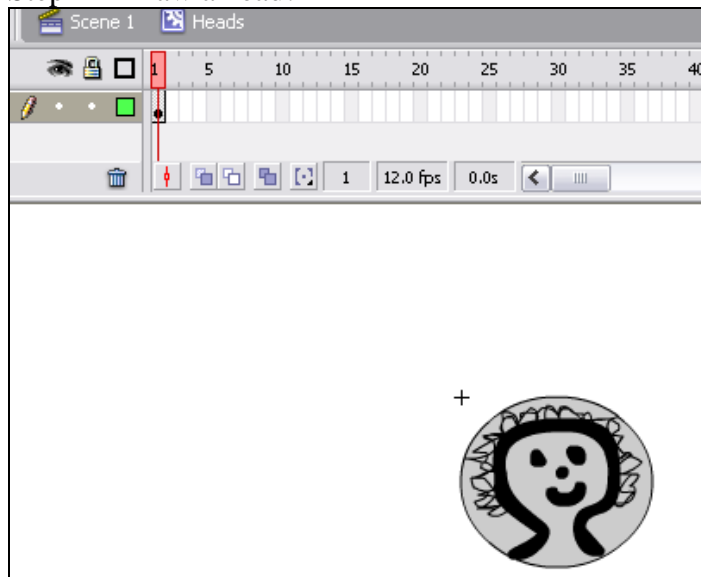
Step 1 – Start a new flash movie...

Step 2 – Insert → New Symbol...

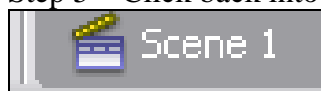
Step 3 – Create **movie clip** called *Heads* and click OK...



Step 4 – Draw a head!



Step 5 – Click back into Scene 1

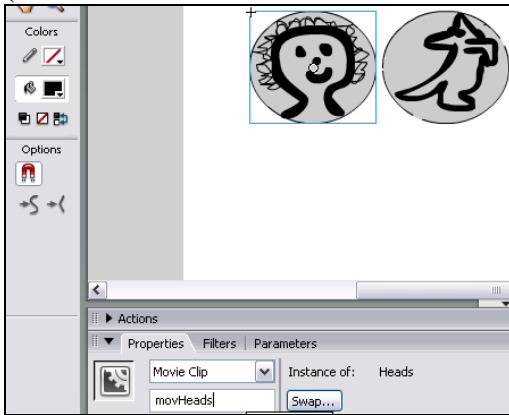


Step 6 – Repeat Steps **two**, **three**, **four** and **five** but do it for **Tails** instead!

Step 7 – Drag and drop both movie clips out onto the stage (as shown on the next page!)

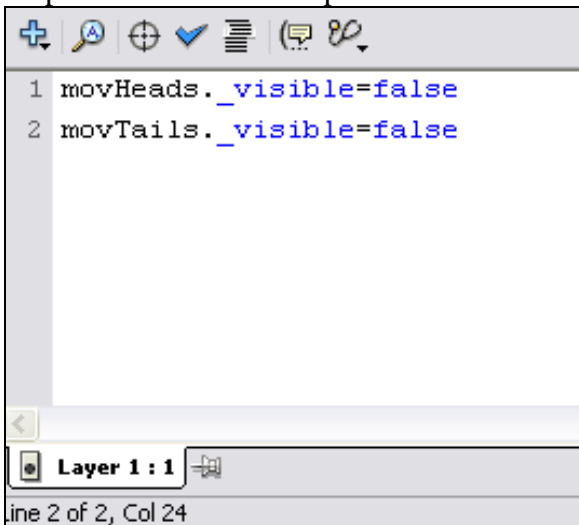


Step 8 – Give an instance name to the heads movie clip.... I have used **movHeads** (also do the same for the tails movie clip... I have used **movTails**)

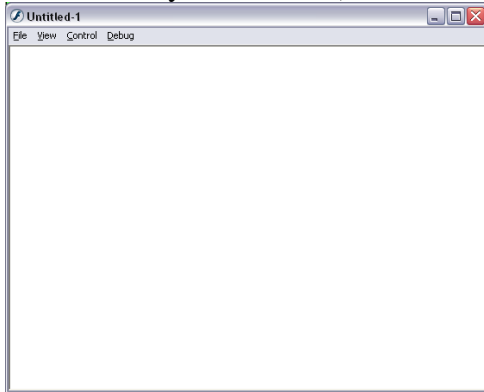


Step 9 – Click off the stage so that neither the heads nor tails movie clips are selected!

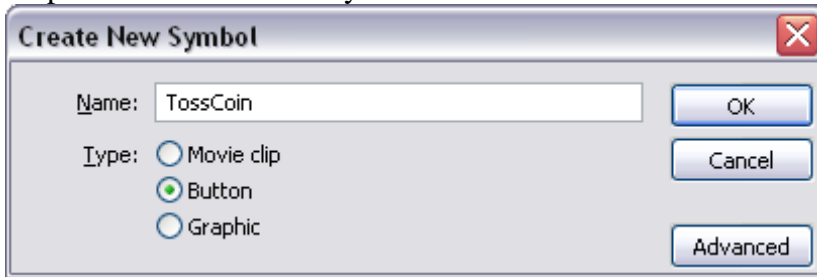
Step 10 – Click **Actions** panel... and add the following code:



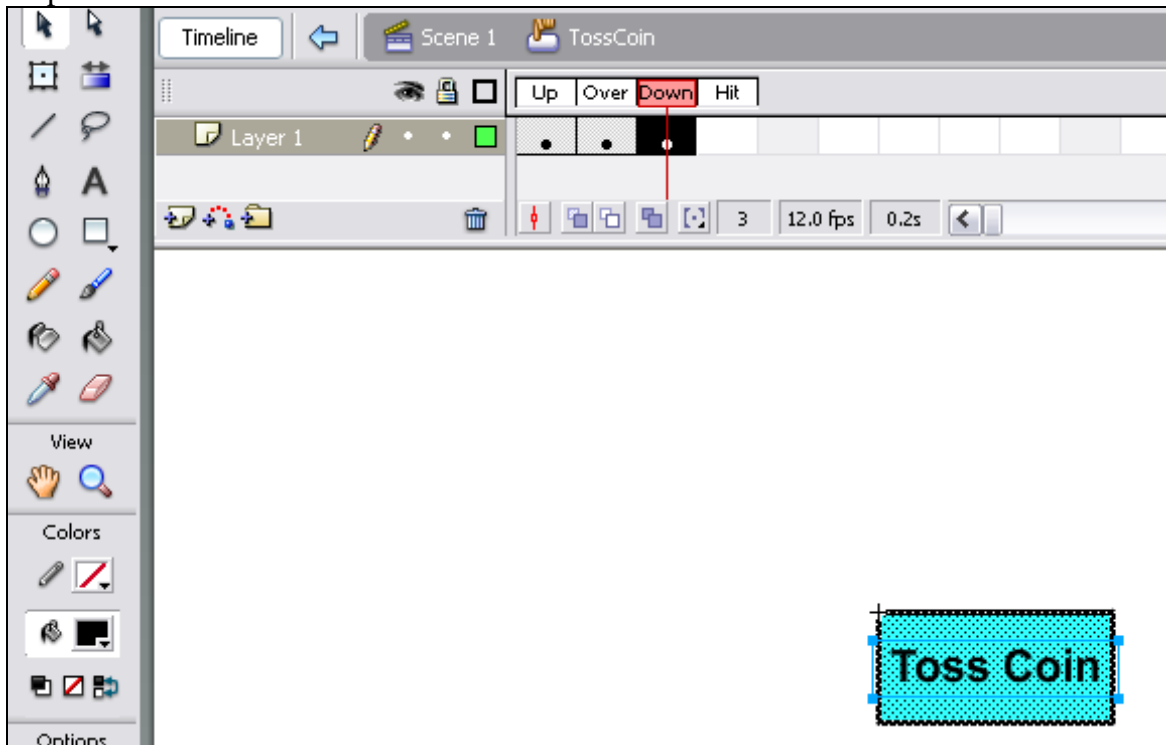
Step 11 – Save and test movie... what do you think so far? ;-) (I know nothing happens so don't tell your teacher!)



Step 12 – Insert → New Symbol... create a button and call it **TossCoin**... click OK

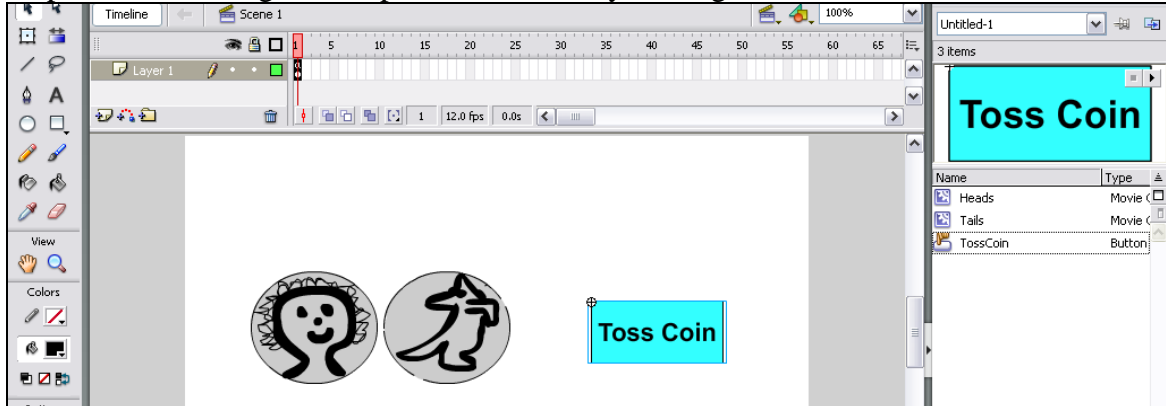


Step 13 – Create a button:

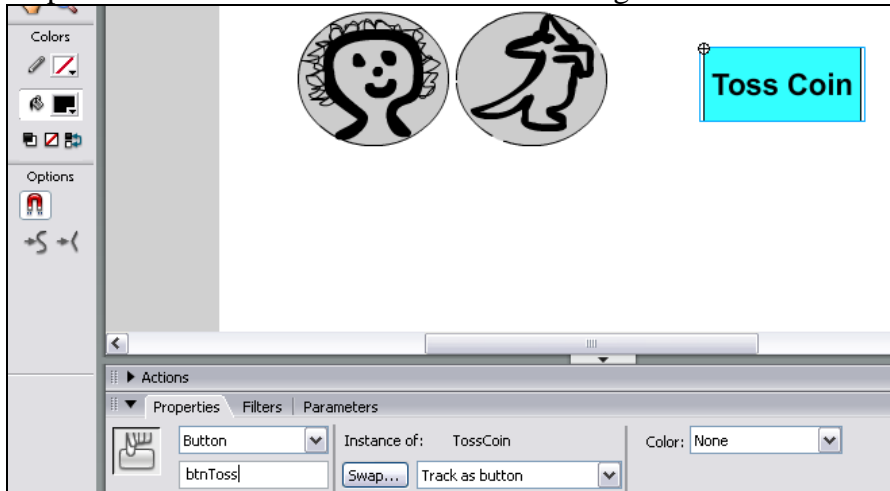


Step 14 – Click back into Scene 1...

Step 15 - ...and drag and drop the button onto your stage:



Step 16 – Make sure the button is selected and give it the instance name **btnToss**



Step 17 – With the btnToss button still selected, bring up the Actions panel and add the following code!

(which is on the next page – I underestimated the size of the screen grab!) ☺

....

```
1 on (release) {
2     var random_number
3     random_number = Math.floor(Math.random()*2);
4 //if the random number is 0, show a picture of a head:
5     if(random_number==0)
6     {
7         movHeads._visible=true
8         movTails._visible=false
9     }
10 //if the random number is 1, show a picture of a tail:
11     if(random_number==1)
12     {
13         movHeads._visible=false
14         movTails._visible=true
15     }
16 }
17
```

Line 17 of 17, Col 1

Step 18 – Save and test... click toss coin a few times!



Questions:

1. When you previewed your movie in step 11, why did neither the heads or tails coin appear? Which line of action script code made this happen?
2. this project uses the “if” statement, which we use for making decisions in programs... can you think of a game you play which might use an “if” statement? (for example – if the ball goes in the hoop then score 2 points... you think of another!)
3. Why do you think “if” statements are valuable to programming?
4. What do you think the following line of code is used for? Why would this be valuable in programming?

//if the random number is 1, show a picture of a tail:

5. Without knowing where I got this code from, can you tell me what it does?

```
if (Key.isDown(Key.RIGHT))  
{  
    myActionDude._x+=10  
}
```

Extension:

1. Can you rewrite this program so it shows 2 cards, which could either be a Jack, Queen, King or Ace?