

Card Maker (ActionScript 3.0) Full Code

// 1. Intro / Preloader

```
// Stop the Movie from Looping:
stop();

// Variables:

    // Loader:
    var siteLoader:Loader = new Loader();

    // Loading Text:
    var percentText:TextField = new TextField();

    // Font Variables:
    var siteFontFormat:TextFormat = new TextFormat();
    var siteFont:Font = new siteFontSF();

    // Setup a Sprite to hold 'Site':
    var siteSprite:Sprite = new Sprite();

// Display Objects:
addChild(siteLoader);
addChild(percentText);
addChild(siteSprite);

// Event Listeners:
intro_mc.intro_button.addEventListener(MouseEvent.CLICK, loadSite);

// Functions:
function loadSite(event:MouseEvent):void {
    init();
}

function init():void {

    intro_mc.visible = false;
    removeChild(intro_mc);

    siteFontFormat.size = 30;
    siteFontFormat.color = 0xffffffff;
    siteFontFormat.font = siteFont.fontName;
    percentText.defaultTextFormat = siteFontFormat;

    percentText.visible = true;
    percentText.x = (stage.stageWidth / 2) - (percentText.width);
    percentText.y = (stage.stageHeight / 2) - (percentText.height);
    percentText.width = 300;

    siteLoader.load(new URLRequest("cardmaker.swf"));
    siteLoader.contentLoaderInfo.addEventListener(Event.OPEN, displayOpen);
    siteLoader.contentLoaderInfo.addEventListener(ProgressEvent.PROGRESS, display-
Progress);
    siteLoader.contentLoaderInfo.addEventListener(Event.COMPLETE, displayCom-
plete);

    function displayOpen(event:Event):void {
        percentText.text = "Loading: 0%";
```

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```
    }

    function displayProgress(event:ProgressEvent):void {
        var percent:Number = event.bytesLoaded / event.bytesTotal * 100;
        percentText.text = "Loading: " + (Math.round(percent)) + "%";
    }

    function displayComplete(event:Event):void {
        percentText.visible = false;
        background_mc.visible = false;
        removeChild(background_mc);
    }
}
```

// 2. Main Application

```
import flash.display.MovieClip;
import flash.display.Sprite;
import flash.display.Stage;
import flash.geom.Rectangle;
import flash.printing.PrintJob;
import flash.filters.DropShadowFilter;

var margin:int;
margin = 50;

printBtn.addEventListener(MouseEvent.CLICK, printDocument);
printSelected.resetBtn.addEventListener(MouseEvent.CLICK, resetCard);

printSelected.visible = false;

function printDocument(event:MouseEvent):void {
    renderCard();
    printPage();
}

function printPage():void {
    var pj:PrintJob = new PrintJob();

    if (pj.start()) {

        try {
            pj.addPage(printArea, new Rectangle(0, 0, 700, 840));
        } catch(e:Error) {
            // Do nothing.
        }

        pj.send();

    } else {
        trace ("Cancelled or Error in Print");
    }

}

printArea.cardFront.cutLine.visible = false;
```

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```
printArea.cardInsideLeft.cutLine.visible = false;
printArea.cardInsideRight.cutLine.visible = false;
printArea.cardBack.cutLine.visible = false;

printArea.cardFront.cutLineVert.visible = false;
printArea.cardInsideLeft.cutLineVert.visible = false;
printArea.cardInsideRight.cutLineVert.visible = false;
printArea.cardBack.cutLineVert.visible = false;

printArea.cardFront.foldLine.visible = false;
printArea.cardInsideLeft.foldLine.visible = false;
printArea.cardInsideRight.foldLine.visible = false;
printArea.cardBack.foldLine.visible = false;

function renderCard():void {

    stageBackground.visible = false;

    printArea.cardFront.clipArtOne.visible = false;
    printArea.cardInsideLeft.clipArtTwo.visible = false;
    printArea.cardInsideRight.clipArtThree.visible = false;
    printArea.cardBack.clipArtFour.visible = false;

    printArea.cardFront.foldLine.visible = true;
    printArea.cardInsideLeft.foldLine.visible = true;
    printArea.cardInsideRight.foldLine.visible = true;
    printArea.cardBack.foldLine.visible = true;

    printArea.cardFront.cutLine.visible = true;
    printArea.cardInsideLeft.cutLine.visible = true;
    printArea.cardInsideRight.cutLine.visible = true;
    printArea.cardBack.cutLine.visible = true;

    printArea.cardFront.cutLineVert.visible = true;
    printArea.cardInsideLeft.cutLineVert.visible = true;
    printArea.cardInsideRight.cutLineVert.visible = true;
    printArea.cardBack.cutLineVert.visible = true;

    printArea.cardFront.visible = true;
    printArea.cardInsideLeft.visible = true;
    printArea.cardInsideRight.visible = true;
    printArea.cardBack.visible = true;

    printArea.cardFront.rotation = 180;
    printArea.cardFront.x = margin + 320;
    printArea.cardFront.y = margin + 380;

    printArea.cardBack.rotation = 180;
    printArea.cardBack.x = margin + (320 * 2);
    printArea.cardBack.y = margin + 380;

    printArea.cardInsideLeft.x = margin;
    printArea.cardInsideLeft.y = margin + 380;

    printArea.cardInsideRight.x = margin + 320;
    printArea.cardInsideRight.y = margin + 380;

    printArea.scaleX = 0.8;
```

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```
printArea.scaleY = 0.8;

addChild(printArea);
addChild(printSelected);
addChild(cursor);

printSelected.visible = true;

}

function resetCard(event:MouseEvent):void {
    printSelected.visible = false;
    removeChild(printSelected);

    stageBackground.visible = true;

    printArea.scaleX = 1;
    printArea.scaleY = 1;

    printArea.cardFront.cutLine.visible = false;
    printArea.cardInsideLeft.cutLine.visible = false;
    printArea.cardInsideRight.cutLine.visible = false;
    printArea.cardBack.cutLine.visible = false;

    printArea.cardFront.cutLineVert.visible = false;
    printArea.cardInsideLeft.cutLineVert.visible = false;
    printArea.cardInsideRight.cutLineVert.visible = false;
    printArea.cardBack.cutLineVert.visible = false;

    printArea.cardFront.foldLine.visible = false;
    printArea.cardInsideLeft.foldLine.visible = false;
    printArea.cardInsideRight.foldLine.visible = false;
    printArea.cardBack.foldLine.visible = false;

    printArea.cardFront.clipArtOne.visible = true;
    printArea.cardInsideLeft.clipArtTwo.visible = true;
    printArea.cardInsideRight.clipArtThree.visible = true;
    printArea.cardBack.clipArtFour.visible = true;

    printArea.cardFront.visible = true;
    printArea.cardInsideLeft.visible = false;
    printArea.cardInsideRight.visible = false;
    printArea.cardBack.visible = false;

    // Reset the Front Card Area:
    printArea.cardFront.rotation = 0;
    printArea.cardFront.x = 0;
    printArea.cardFront.y = 0;

    printArea.cardInsideLeft.rotation = 0;
    printArea.cardInsideLeft.x = 0;
    printArea.cardInsideLeft.y = 0;

    printArea.cardInsideRight.rotation = 0;
    printArea.cardInsideRight.x = 0;
    printArea.cardInsideRight.y = 0;
```

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```
printArea.cardBack.rotation = 0;
printArea.cardBack.x = 0;
printArea.cardBack.y = 0;

}

// Creating Selected Buttons:
var selectedButton:DropShadowFilter = new DropShadowFilter(0, 0, 0x333333, 5, 5, 5, 5);
var selectedButtonBlack:DropShadowFilter = new DropShadowFilter(0, 0, 0xffffffff, 5, 5, 5,
5);
selectedButton.strength = 20;
var buttonIndex:int;
initColor();
function initColor():void {
    colorRed.filters = [selectedButton];
    brushSmall.filters = [selectedButtonBlack];
}

brushLarge.addEventListener(MouseEvent.CLICK, indexButtons);
brushMedium.addEventListener(MouseEvent.CLICK, indexButtons);
brushSmall.addEventListener(MouseEvent.CLICK, indexButtons);
brushTiny.addEventListener(MouseEvent.CLICK, indexButtons);

colorRed.addEventListener(MouseEvent.CLICK, indexButtons);
colorBlue.addEventListener(MouseEvent.CLICK, indexButtons);
colorLightBlue.addEventListener(MouseEvent.CLICK, indexButtons);
colorGreen.addEventListener(MouseEvent.CLICK, indexButtons);
colorOrange.addEventListener(MouseEvent.CLICK, indexButtons);
colorPurple.addEventListener(MouseEvent.CLICK, indexButtons);
colorBlack.addEventListener(MouseEvent.CLICK, indexButtons);
colorYellow.addEventListener(MouseEvent.CLICK, indexButtons);
colorWhite.addEventListener(MouseEvent.CLICK, indexButtons);

function indexButtons(event:MouseEvent):void {

    switch (event.target) {

        case colorRed:
            colorRed.filters = [selectedButton];
            colorBlue.filters = null;
            colorLightBlue.filters = null;
            colorGreen.filters = null;
            colorOrange.filters = null;
            colorPurple.filters = null;
            colorBlack.filters = null;
            colorYellow.filters = null;
            colorWhite.filters = null;
            break;
        case colorBlue:
            colorRed.filters = null;
            colorBlue.filters = [selectedButton];
            colorLightBlue.filters = null;
            colorGreen.filters = null;
            colorOrange.filters = null;
            colorPurple.filters = null;
            colorBlack.filters = null;
            colorYellow.filters = null;
    }
}
```

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```
        colorWhite.filters = null;
break;
case colorLightBlue:
    colorRed.filters = null;
    colorBlue.filters = null;
    colorLightBlue.filters = [selectedButton];
    colorGreen.filters = null;
    colorOrange.filters = null;
    colorPurple.filters = null;
    colorBlack.filters = null;
    colorYellow.filters = null;
    colorWhite.filters = null;
break;
case colorGreen:
    colorRed.filters = null;
    colorBlue.filters = null;
    colorLightBlue.filters = null;
    colorGreen.filters = [selectedButton];
    colorOrange.filters = null;
    colorPurple.filters = null;
    colorBlack.filters = null;
    colorYellow.filters = null;
    colorWhite.filters = null;
break;
case colorOrange:
    colorRed.filters = null;
    colorBlue.filters = null;
    colorLightBlue.filters = null;
    colorGreen.filters = null;
    colorOrange.filters = [selectedButton];
    colorPurple.filters = null;
    colorBlack.filters = null;
    colorYellow.filters = null;
    colorWhite.filters = null;
break;
case colorPurple:
    colorRed.filters = null;
    colorBlue.filters = null;
    colorLightBlue.filters = null;
    colorGreen.filters = null;
    colorOrange.filters = null;
    colorPurple.filters = [selectedButton];
    colorBlack.filters = null;
    colorYellow.filters = null;
    colorWhite.filters = null;
break;
case colorBlack:
    colorRed.filters = null;
    colorBlue.filters = null;
    colorLightBlue.filters = null;
    colorGreen.filters = null;
    colorOrange.filters = null;
    colorPurple.filters = null;
    colorBlack.filters = [selectedButtonBlack];
    colorYellow.filters = null;
    colorWhite.filters = null;
break;
case colorYellow:
```

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```
        colorRed.filters = null;
        colorBlue.filters = null;
        colorLightBlue.filters = null;
        colorGreen.filters = null;
        colorOrange.filters = null;
        colorPurple.filters = null;
        colorBlack.filters = null;
        colorYellow.filters = [selectedButton];
        colorWhite.filters = null;
    break;
    case colorWhite:
        colorRed.filters = null;
        colorBlue.filters = null;
        colorLightBlue.filters = null;
        colorGreen.filters = null;
        colorOrange.filters = null;
        colorPurple.filters = null;
        colorBlack.filters = null;
        colorYellow.filters = null;
        colorWhite.filters = [selectedButton];
    break;
    case brushLarge:
        brushLarge.filters = [selectedButtonBlack];
        brushMedium.filters = null;
        brushSmall.filters = null;
        brushTiny.filters = null;
    break;
    case brushMedium:
        brushLarge.filters = null;
        brushMedium.filters = [selectedButtonBlack];
        brushSmall.filters = null;
        brushTiny.filters = null;
    break;
    case brushSmall:
        brushLarge.filters = null;
        brushMedium.filters = null;
        brushSmall.filters = [selectedButtonBlack];
        brushTiny.filters = null;
    break;
    case brushTiny:
        brushLarge.filters = null;
        brushMedium.filters = null;
        brushSmall.filters = null;
        brushTiny.filters = [selectedButtonBlack];
    break;
}
}

// Swapping Cursors:

// Selected Cursor:
var selectedSize:String;

// Replace the default Mouse
Mouse.hide();
addChild(cursor);
stage.addEventListener(MouseEvent.MOUSE_MOVE, onMove);
stage.addEventListener(Event.MOUSE_LEAVE, onLeave);
```

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```
cursor.visible = true;

function onMove(e:MouseEvent):void {
    cursor.x = mouseX;
    cursor.y = mouseY;
    cursor.mouseEnabled = false;
}

function onLeave(evt:Event):void {
    cursor.x = -9999;
}

// Swapping the Sizes:
brushLarge.addEventListener(MouseEvent.CLICK, swapBrush);
brushMedium.addEventListener(MouseEvent.CLICK, swapBrush);
brushSmall.addEventListener(MouseEvent.CLICK, swapBrush);
brushTiny.addEventListener(MouseEvent.CLICK, swapBrush);

function swapBrush(e:MouseEvent):void {
    switch (e.target){
        case brushLarge:
            cursor.gotoAndStop(10);
            selectedSize = 'large';
            break;
        case brushMedium:
            cursor.gotoAndStop(20);
            selectedSize = 'medium';
            break;
        case brushSmall:
            cursor.gotoAndStop(30);
            selectedSize = 'small';
            break;
        case brushTiny:
            cursor.gotoAndStop(40);
            selectedSize = 'tiny';
            break;
    }
}

/*
// Moving Clip Art:
printArea.cardFront.clipArtOne.clipArtSelectedOne.addEventListener(MouseEvent.MOUSE_
OVER, dragCursorOver);
printArea.cardFront.clipArtOne.clipArtSelectedOne.addEventListener(MouseEvent.MOUSE_
OUT, dragCursorOut);

function dragCursorOver(e:MouseEvent):void {
    cursor.gotoAndStop(50);
}

function dragCursorOut(e:MouseEvent):void {
    switch (selectedSize){
        case 'large':
            cursor.gotoAndStop(10);
            break;
    }
}
*/
```

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```
        case 'medium':
            cursor.gotoAndStop(20);
        break;
        case 'small':
            cursor.gotoAndStop(30);
        break;
        case 'tiny':
            cursor.gotoAndStop(40);
        break;
    }
}
*/

// 1. Button Modes for MovieClips:

// 1.1. Brush Sizes:
brushLarge.buttonMode = true;
brushMedium.buttonMode = true;
brushSmall.buttonMode = true;
brushTiny.buttonMode = true;

// 1.2. Color Swatches:
colorWhite.buttonMode = true;
colorYellow.buttonMode = true;
colorBlack.buttonMode = true;
colorPurple.buttonMode = true;
colorOrange.buttonMode = true;
colorGreen.buttonMode = true;
colorLightBlue.buttonMode = true;
colorBlue.buttonMode = true;
colorRed.buttonMode = true;

// 1.3. Navigation Buttons
printBtn.buttonMode = true;
prevButton.buttonMode = true;
nextButton.buttonMode = true;
btnErase.buttonMode = true;
printSelected.resetBtn.buttonMode = true;

// 2. Show the Pointer:

// 2.0. Function:
function swapPointerOn(e:MouseEvent):void {
    cursor.visible = false;
    Mouse.show();
}

// 2.1. Brush Sizes:
brushLarge.addEventListener(MouseEvent.MOUSE_OVER, swapPointerOn);
brushMedium.addEventListener(MouseEvent.MOUSE_OVER, swapPointerOn);
brushSmall.addEventListener(MouseEvent.MOUSE_OVER, swapPointerOn);
brushTiny.addEventListener(MouseEvent.MOUSE_OVER, swapPointerOn);

// 2.2. Color Swatches:
colorWhite.addEventListener(MouseEvent.MOUSE_OVER, swapPointerOn);
colorYellow.addEventListener(MouseEvent.MOUSE_OVER, swapPointerOn);
colorBlack.addEventListener(MouseEvent.MOUSE_OVER, swapPointerOn);
```

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```
colorPurple.addEventListener(MouseEvent.CLICK, swapPointerOn);
colorOrange.addEventListener(MouseEvent.CLICK, swapPointerOn);
colorGreen.addEventListener(MouseEvent.CLICK, swapPointerOn);
colorLightBlue.addEventListener(MouseEvent.CLICK, swapPointerOn);
colorBlue.addEventListener(MouseEvent.CLICK, swapPointerOn);
colorRed.addEventListener(MouseEvent.CLICK, swapPointerOn);

// 2.3. Navigation Buttons:
printBtn.addEventListener(MouseEvent.CLICK, swapPointerOn);
prevButton.addEventListener(MouseEvent.CLICK, swapPointerOn);
nextButton.addEventListener(MouseEvent.CLICK, swapPointerOn);
btnErase.addEventListener(MouseEvent.CLICK, swapPointerOn);
printSelected.resetBtn.addEventListener(MouseEvent.CLICK, swapPointerOn);

// 2.4. Clip Art One Buttons:
printArea.cardFront.clipArtOne.clearClipArt.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardFront.clipArtOne.moveClipArtDisable.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardFront.clipArtOne.moveClipArtEnable.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardFront.clipArtOne.artOne.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardFront.clipArtOne.artTwo.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardFront.clipArtOne.artThree.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardFront.clipArtOne.artFour.addEventListener(MouseEvent.CLICK, swapPointerOn);

// 2.5. Clip Art Two Buttons:
printArea.cardInsideLeft.clipArtTwo.clearClipArt.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardInsideLeft.clipArtTwo.moveClipArtDisable.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardInsideLeft.clipArtTwo.moveClipArtEnable.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardInsideLeft.clipArtTwo.artOne.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardInsideLeft.clipArtTwo.artTwo.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardInsideLeft.clipArtTwo.artThree.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardInsideLeft.clipArtTwo.artFour.addEventListener(MouseEvent.CLICK, swapPointerOn);

// 2.6. Clip Art Two Buttons:
printArea.cardInsideRight.clipArtThree.clearClipArt.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardInsideRight.clipArtThree.moveClipArtDisable.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardInsideRight.clipArtThree.moveClipArtEnable.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardInsideRight.clipArtThree.artOne.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardInsideRight.clipArtThree.artTwo.addEventListener(MouseEvent.CLICK, swapPointerOn);
printArea.cardInsideRight.clipArtThree.artThree.addEventListener(MouseEvent.CLICK, swapPointerOn);
```

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```
MOUSE_OVER, swapPointerOn);
    printArea.cardInsideRight.clipArtThree.artFour.addEventListener(MouseEvent.
MOUSE_OVER, swapPointerOn);

    // 2.7. Clip Art Two Buttons:
    printArea.cardBack.clipArtFour.clearClipArt.addEventListener(MouseEvent.MOUSE_
OVER, swapPointerOn);
    printArea.cardBack.clipArtFour.moveClipArtDisable.addEventListener(MouseEvent.
MOUSE_OVER, swapPointerOn);
    printArea.cardBack.clipArtFour.moveClipArtEnable.addEventListener(MouseEvent.
MOUSE_OVER, swapPointerOn);
    printArea.cardBack.clipArtFour.artOne.addEventListener(MouseEvent.MOUSE_OVER,
swapPointerOn);
    printArea.cardBack.clipArtFour.artTwo.addEventListener(MouseEvent.MOUSE_OVER,
swapPointerOn);
    printArea.cardBack.clipArtFour.artThree.addEventListener(MouseEvent.MOUSE_
OVER, swapPointerOn);
    printArea.cardBack.clipArtFour.artFour.addEventListener(MouseEvent.MOUSE_OVER,
swapPointerOn);

// 3. Show the custom cursor:

// 3.0. Function:
function swapPointerOff(e:MouseEvent):void {
    cursor.visible = true;
    Mouse.hide();
}

// 3.1. Brush Sizes:
brushLarge.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
brushMedium.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
brushSmall.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
brushTiny.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);

// 3.2. Color Swatches:
colorWhite.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
colorYellow.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
colorBlack.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
colorPurple.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
colorOrange.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
colorGreen.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
colorLightBlue.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
colorBlue.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
colorRed.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);

// 3.3. Navigation Buttons:
printBtn.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
prevButton.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
nextButton.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
btnErase.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
printSelected.resetBtn.addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);

// 3.4. Clip Art One Buttons:
printArea.cardFront.clipArtOne.clearClipArt.addEventListener(MouseEvent.MOUSE_
OUT, swapPointerOff);
printArea.cardFront.clipArtOne.moveClipArtDisable.addEventListener(MouseEvent.
MOUSE_OUT, swapPointerOff);
printArea.cardFront.clipArtOne.moveClipArtEnable.addEventListener(MouseEvent.
```

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```
MOUSE_OUT, swapPointerOff);
    printArea.cardFront.clipArtOne.artOne.addEventListener(MouseEvent.MOUSE_OUT,
swapPointerOff);
    printArea.cardFront.clipArtOne.artTwo.addEventListener(MouseEvent.MOUSE_OUT,
swapPointerOff);
    printArea.cardFront.clipArtOne.artThree.addEventListener(MouseEvent.MOUSE_OUT,
swapPointerOff);
    printArea.cardFront.clipArtOne.artFour.addEventListener(MouseEvent.MOUSE_OUT,
swapPointerOff);

    // 3.5. Clip Art One Buttons:
    printArea.cardInsideLeft.clipArtTwo.clearClipArt.addEventListener(MouseEvent.
MOUSE_OUT, swapPointerOff);
    printArea.cardInsideLeft.clipArtTwo.moveClipArtDisable.
addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
    printArea.cardInsideLeft.clipArtTwo.moveClipArtEnable.
addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
    printArea.cardInsideLeft.clipArtTwo.artOne.addEventListener(MouseEvent.MOUSE_
OUT, swapPointerOff);
    printArea.cardInsideLeft.clipArtTwo.artTwo.addEventListener(MouseEvent.MOUSE_
OUT, swapPointerOff);
    printArea.cardInsideLeft.clipArtTwo.artThree.addEventListener(MouseEvent.
MOUSE_OUT, swapPointerOff);
    printArea.cardInsideLeft.clipArtTwo.artFour.addEventListener(MouseEvent.MOUSE_
OUT, swapPointerOff);

    // 3.6. Clip Art One Buttons:
    printArea.cardInsideRight.clipArtThree.clearClipArt.
addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
    printArea.cardInsideRight.clipArtThree.moveClipArtDisable.
addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
    printArea.cardInsideRight.clipArtThree.moveClipArtEnable.
addEventListener(MouseEvent.MOUSE_OUT, swapPointerOff);
    printArea.cardInsideRight.clipArtThree.artOne.addEventListener(MouseEvent.
MOUSE_OUT, swapPointerOff);
    printArea.cardInsideRight.clipArtThree.artTwo.addEventListener(MouseEvent.
MOUSE_OUT, swapPointerOff);
    printArea.cardInsideRight.clipArtThree.artThree.addEventListener(MouseEvent.
MOUSE_OUT, swapPointerOff);
    printArea.cardInsideRight.clipArtThree.artFour.addEventListener(MouseEvent.
MOUSE_OUT, swapPointerOff);

    // 3.7. Clip Art One Buttons:
    printArea.cardBack.clipArtFour.clearClipArt.addEventListener(MouseEvent.MOUSE_
OUT, swapPointerOff);
    printArea.cardBack.clipArtFour.moveClipArtDisable.addEventListener(MouseEvent.
MOUSE_OUT, swapPointerOff);
    printArea.cardBack.clipArtFour.moveClipArtEnable.addEventListener(MouseEvent.
MOUSE_OUT, swapPointerOff);
    printArea.cardBack.clipArtFour.artOne.addEventListener(MouseEvent.MOUSE_OUT,
swapPointerOff);
    printArea.cardBack.clipArtFour.artTwo.addEventListener(MouseEvent.MOUSE_OUT,
swapPointerOff);
    printArea.cardBack.clipArtFour.artThree.addEventListener(MouseEvent.MOUSE_OUT,
swapPointerOff);
    printArea.cardBack.clipArtFour.artFour.addEventListener(MouseEvent.MOUSE_OUT,
swapPointerOff);
```

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```
// 3. Print Area
```

```
stop();

stage.addEventListener(Event.ENTER_FRAME, init);

var step:int;
step = 0;

cardFront.visible = false;
cardInsideLeft.visible = false;
cardInsideRight.visible = false;
cardBack.visible = false;

MovieClip(root).prevButton.buttonMode = true;
MovieClip(root).nextButton.buttonMode = true;

MovieClip(root).prevButton.addEventListener(MouseEvent.CLICK, prevStep);
MovieClip(root).nextButton.addEventListener(MouseEvent.CLICK, nextStep);

function prevStep (event:MouseEvent): void {
    if (step > 0){
        step--
    }
}

function nextStep (event:MouseEvent): void {
    if (step < 3){
        step++
    }
}

function init(event:Event):void {
    if (step == 0){
        cardFront.visible = true;
        MovieClip(root).prevButton.buttonMode = false;
        MovieClip(root).prevButton.alpha = 0.5;
    } else if (step == 1) {
        cardFront.visible = false;
        cardInsideLeft.visible = true;
        MovieClip(root).prevButton.alpha = 1;
        MovieClip(root).prevButton.buttonMode = true;
    } else if (step == 2) {
        cardFront.visible = false;
        cardInsideLeft.visible = false;
        cardInsideRight.visible = true;
        MovieClip(root).nextButton.buttonMode = true;
        MovieClip(root).nextButton.alpha = 1;
    } else if (step == 3) {
        cardFront.visible = false;
        cardInsideLeft.visible = false;
        cardInsideRight.visible = false;
        cardBack.visible = true;
        MovieClip(root).nextButton.buttonMode = false;
        MovieClip(root).nextButton.alpha = 0.5;
    }
}
}
```

Card Maker (ActionScript 3.0) Full Code

// 4. Inside Left

```
var spBoardOne:Sprite = new Sprite();
this.addChild(spBoardOne);
spBoardOne.x = 10;
spBoardOne.y = 10;
drawBoard();

var shDrawingOne:Shape = new Shape();
this.addChild(shDrawingOne);
shDrawingOne.x = 11;
shDrawingOne.y = 11;

var shMaskOne:Shape = new Shape();
this.addChild(shMaskOne);
shMaskOne.x = 10;
shMaskOne.y = 10;
drawMask();
shDrawingOne.mask = shMaskOne;

var doDraw:Boolean = false;
var eraserOn:Boolean = false;
var lineSize:Number = 15;
var currentColor:Number;

function drawBoard():void {
    spBoardOne.graphics.lineStyle(0,0xcccccc);
    spBoardOne.graphics.beginFill(0xFFFFFFFF,0)
    spBoardOne.graphics.drawRect(0,0,300,320);
    spBoardOne.graphics.endFill();
}

function drawMask():void {
    shMaskOne.graphics.lineStyle(0,0xFFFFFFFF);
    shMaskOne.graphics.beginFill(0xFFFFFFFF);
    shMaskOne.graphics.drawRect(0,0,300,320);
    shMaskOne.graphics.endFill();
}

spBoardOne.addEventListener(MouseEvent.CLICK,boardMove);
spBoardOne.addEventListener(MouseEvent.CLICK,boardDown);
spBoardOne.addEventListener(MouseEvent.CLICK,boardUp);

function boardDown(e:MouseEvent):void {
    var curX:Number = shDrawingOne.mouseX;
    var curY:Number = shDrawingOne.mouseY;

    doDraw=true;
    currentColor = switchColor;

    shDrawingOne.graphics.lineStyle(lineSize,currentColor);
    shDrawingOne.graphics.moveTo(curX,curY);
}

function boardUp(e:MouseEvent):void {
    doDraw=false;
```

Card Maker (ActionScript 3.0) Full Code

```
}

function boardMove(e:MouseEvent):void {
    var curX:Number=shDrawingOne.mouseX;
    var curY:Number=shDrawingOne.mouseY;

    if(doDraw){
        shDrawingOne.graphics.lineTo(curX,curY);
    }

    e.updateAfterEvent();
}

// Erase Button (Begin):
MovieClip(root).btnErase.buttonMode = true;
MovieClip(root).btnErase.addEventListener(MouseEvent.CLICK, eraseClicked);

function eraseClicked(e:MouseEvent):void {
    shDrawingOne.graphics.clear();
}

// Erase Button (End)

// Brush Size Selection (Begin):
MovieClip(root).brushTiny.addEventListener(MouseEvent.CLICK, selectSize);
MovieClip(root).brushSmall.addEventListener(MouseEvent.CLICK, selectSize);
MovieClip(root).brushMedium.addEventListener(MouseEvent.CLICK, selectSize);
MovieClip(root).brushLarge.addEventListener(MouseEvent.CLICK, selectSize);

function selectSize(event:MouseEvent):void {
    switch (event.target){
        case MovieClip(root).brushLarge:
            lineSize = 30;
            break;
        case MovieClip(root).brushMedium:
            lineSize = 20;
            break;
        case MovieClip(root).brushSmall:
            lineSize = 15;
            break;
        case MovieClip(root).brushTiny:
            lineSize = 10;
            break;
    }
}

// Brush Size Selection (End)

// Color Selection (Begin):
var switchColor:Number;
switchColor = 0xFF0000;
MovieClip(root).colorBlack.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorBlue.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorGreen.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorLightBlue.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorOrange.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorPurple.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorRed.addEventListener(MouseEvent.CLICK, selectColor);
```

Card Maker (ActionScript 3.0) Full Code

```
MovieClip(root).colorWhite.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorYellow.addEventListener(MouseEvent.CLICK, selectColor);
```

```
function selectColor(event:MouseEvent):void {
    switch (event.target){
        case MovieClip(root).colorBlack:
            switchColor = 0x000000;
            break;
        case MovieClip(root).colorBlue:
            switchColor = 0x0000FF;
            break;
        case MovieClip(root).colorGreen:
            switchColor = 0x00CC00;
            break;
        case MovieClip(root).colorLightBlue:
            switchColor = 0x33FFFF;
            break;
        case MovieClip(root).colorOrange:
            switchColor = 0xFF9900;
            break;
        case MovieClip(root).colorPurple:
            switchColor = 0x990099;
            break;
        case MovieClip(root).colorRed:
            switchColor = 0xFF0000;
            break;
        case MovieClip(root).colorWhite:
            switchColor = 0xFFFFFF;
            break;
        case MovieClip(root).colorYellow:
            switchColor = 0xFFFF00;
            break;
        default:
            switchColor = 0xFF0000;
            break;
    }
}

// Color Selection (End)

// Clip Art Selection (Begin)

// Button Modes for each of the Clip Art:
clipArtOne.clearClipArt.buttonMode = true;
clipArtOne.moveClipArtEnable.buttonMode = true;
clipArtOne.moveClipArtDisable.buttonMode = true;
clipArtOne.artOne.buttonMode = true;
clipArtOne.artTwo.buttonMode = true;
clipArtOne.artThree.buttonMode = true;
clipArtOne.artFour.buttonMode = true;

// Remove the clip art from card area:
clipArtSelectedOne.clip1.visible = false;
clipArtSelectedOne.clip2.visible = false;
clipArtSelectedOne.clip3.visible = false;
clipArtSelectedOne.clip4.visible = false;
clipArtSelectedOne.anchor.alpha = 0;
```

Card Maker (ActionScript 3.0) Full Code

```
// Add Event Listeners for each button:
clipArtOne.clearClipArt.addEventListener(MouseEvent.CLICK, selectArt);
clipArtOne.moveClipArtEnable.addEventListener(MouseEvent.CLICK, selectArt);
clipArtOne.artOne.addEventListener(MouseEvent.CLICK, selectArt);
clipArtOne.artTwo.addEventListener(MouseEvent.CLICK, selectArt);
clipArtOne.artThree.addEventListener(MouseEvent.CLICK, selectArt);
clipArtOne.artFour.addEventListener(MouseEvent.CLICK, selectArt);
clipArtOne.moveClipArtDisable.addEventListener(MouseEvent.CLICK, disableDrag);

// Create a function to handle all tasks:
function selectArt(event:MouseEvent):void {

    setChildIndex(spBoardOne, 1);
    setChildIndex(shMaskOne, 1);
    setChildIndex(shDrawingOne, 2);
    setChildIndex(clipArtSelectedOne, 3);

    switch (event.target) {

        // If the Clear Button was selected:
        case clipArtOne.clearClipArt:
            clipArtSelectedOne.clip1.visible = false;
            clipArtSelectedOne.clip2.visible = false;
            clipArtSelectedOne.clip3.visible = false;
            clipArtSelectedOne.clip4.visible = false;
            break;

        // If the Move Clip Art Button was selected:
        case clipArtOne.moveClipArtEnable:
            spBoardOne.removeEventListener(MouseEvent.MOUSE_MOVE, boardMove);
            spBoardOne.removeEventListener(MouseEvent.MOUSE_DOWN, boardDown);
            clipArtOne.moveClipArtEnable.visible = false;
            clipArtOne.moveClipArtDisable.visible = true;
            clipArtSelectedOne.anchor.alpha = 0.5;
            setChildIndex(clipArtSelectedOne, 4);
            clipArtSelectedOne.anchor.addEventListener(MouseEvent.MOUSE_DOWN,
dragIt);
            clipArtSelectedOne.anchor.addEventListener(MouseEvent.MOUSE_UP,
dropIt);
            break;

        // If the first clip art button was selected:
        case clipArtOne.artOne:
            clipArtSelectedOne.clip1.visible = true;
            clipArtSelectedOne.clip2.visible = false;
            clipArtSelectedOne.clip3.visible = false;
            clipArtSelectedOne.clip4.visible = false;
            clipArtSelectedOne.anchor.x = clipArtSelectedOne.clip1.x - 10;
            clipArtSelectedOne.anchor.y = clipArtSelectedOne.clip1.y - 10;
            clipArtSelectedOne.anchor.width = clipArtSelectedOne.clip1.width +
20;
            clipArtSelectedOne.anchor.height = clipArtSelectedOne.clip1.height
+ 20;
            break;

        // If the second clip art button was selected:
        case clipArtOne.artTwo:
            clipArtSelectedOne.clip1.visible = false;
```

Card Maker (ActionScript 3.0) Full Code

```
clipArtSelectedOne.clip2.visible = true;
clipArtSelectedOne.clip3.visible = false;
clipArtSelectedOne.clip4.visible = false;
clipArtSelectedOne.anchor.x = clipArtSelectedOne.clip2.x - 10;
clipArtSelectedOne.anchor.y = clipArtSelectedOne.clip2.y - 10;
clipArtSelectedOne.anchor.width = clipArtSelectedOne.clip2.width +
20;
clipArtSelectedOne.anchor.height = clipArtSelectedOne.clip2.height
+ 20;
break;

// If the third clip art button was selected:
case clipArtOne.artThree:
clipArtSelectedOne.clip1.visible = false;
clipArtSelectedOne.clip2.visible = false;
clipArtSelectedOne.clip3.visible = true;
clipArtSelectedOne.clip4.visible = false;
clipArtSelectedOne.anchor.x = clipArtSelectedOne.clip3.x - 10;
clipArtSelectedOne.anchor.y = clipArtSelectedOne.clip3.y - 10;
clipArtSelectedOne.anchor.width = clipArtSelectedOne.clip3.width +
20;
clipArtSelectedOne.anchor.height = clipArtSelectedOne.clip3.height
+ 20;
break;

// If the fourth clip art button was selected:
case clipArtOne.artFour:
clipArtSelectedOne.clip1.visible = false;
clipArtSelectedOne.clip2.visible = false;
clipArtSelectedOne.clip3.visible = false;
clipArtSelectedOne.clip4.visible = true;
clipArtSelectedOne.anchor.x = clipArtSelectedOne.clip4.x - 10;
clipArtSelectedOne.anchor.y = clipArtSelectedOne.clip4.y - 10;
clipArtSelectedOne.anchor.width = clipArtSelectedOne.clip4.width +
20;
clipArtSelectedOne.anchor.height = clipArtSelectedOne.clip4.height
+ 20;
break;
}
}

// Enable Drag Function:
function dragIt(event:MouseEvent):void {
clipArtSelectedOne.startDrag();
}

function dropIt(event:MouseEvent):void {
setChildIndex(clipArtSelectedOne, 3);
clipArtSelectedOne.stopDrag();
}

// Disable Drag Function:
function disableDrag(event:MouseEvent):void {
spBoardOne.addEventListener(MouseEvent.MOUSE_MOVE, boardMove);
spBoardOne.addEventListener(MouseEvent.MOUSE_DOWN, boardDown);
clipArtSelectedOne.anchor.alpha = 0;
clipArtSelectedOne.removeEventListener(MouseEvent.MOUSE_DOWN, dragIt);
```

Card Maker (ActionScript 3.0) Full Code

```
        clipArtSelectedOne.removeEventListener(MouseEvent.MOUSE_UP, dropIt);
        clipArtOne.moveClipArtDisable.visible = false;
        clipArtOne.moveClipArtEnable.visible = true;
    }

// Clip Art Selection (End)

// Inside left

var spBoardTwo:Sprite = new Sprite();
this.addChild(spBoardTwo);
spBoardTwo.x = 10;
spBoardTwo.y = 10;
drawBoard();

var shDrawingTwo:Shape = new Shape();
this.addChild(shDrawingTwo);
shDrawingTwo.x = 11;
shDrawingTwo.y = 11;

var shMaskTwo:Shape = new Shape();
this.addChild(shMaskTwo);
shMaskTwo.x = 10;
shMaskTwo.y = 10;
drawMask();
shDrawingTwo.mask = shMaskTwo;

var doDraw:Boolean = false;
var eraserOn:Boolean = false;
var lineSize:Number = 15;
var currentColor:Number;

function drawBoard():void {
    spBoardTwo.graphics.lineStyle(0,0xcccccc);
    spBoardTwo.graphics.beginFill(0xFFFFFF);
    spBoardTwo.graphics.drawRect(0,0,300,320);
    spBoardTwo.graphics.endFill();
}

function drawMask():void {
    shMaskTwo.graphics.lineStyle(0,0xFFFFFF);
    shMaskTwo.graphics.beginFill(0xFFFFFF);
    shMaskTwo.graphics.drawRect(0,0,300,320);
    shMaskTwo.graphics.endFill();
}

spBoardTwo.addEventListener(MouseEvent.MOUSE_MOVE,boardMoveTwo);
spBoardTwo.addEventListener(MouseEvent.MOUSE_DOWN,boardDownTwo);
spBoardTwo.addEventListener(MouseEvent.MOUSE_UP,boardUpTwo);

function boardDownTwo(e:MouseEvent):void {
    var curX:Number = shDrawingTwo.mouseX;
    var curY:Number = shDrawingTwo.mouseY;

    doDraw = true;
    currentColor = switchColor;
```

Card Maker (ActionScript 3.0) Full Code

```
        shDrawingTwo.graphics.lineStyle(lineSize, currentColor);
        shDrawingTwo.graphics.moveTo(curX, curY);
    }

function boardUpTwo(e:MouseEvent):void {
    doDraw = false;
}

function boardMoveTwo(e:MouseEvent):void {
    var curX:Number = shDrawingTwo.mouseX;
    var curY:Number = shDrawingTwo.mouseY;

    if(doDraw){
        shDrawingTwo.graphics.lineTo(curX, curY);
    }

    e.updateAfterEvent();
}

// Erase Button (Begin):
MovieClip(root).btnErase.addEventListener(MouseEvent.CLICK, eraseClicked);

function eraseClicked(e:MouseEvent):void {
    shDrawingTwo.graphics.clear();
}

// Erase Button (End)

// Brush Size Selection (Begin):
MovieClip(root).brushTiny.addEventListener(MouseEvent.CLICK, selectSize);
MovieClip(root).brushSmall.addEventListener(MouseEvent.CLICK, selectSize);
MovieClip(root).brushMedium.addEventListener(MouseEvent.CLICK, selectSize);
MovieClip(root).brushLarge.addEventListener(MouseEvent.CLICK, selectSize);

function selectSize(event:MouseEvent):void {
    switch (event.target){
        case MovieClip(root).brushTiny:
            lineSize = 10;
            break;
        case MovieClip(root).brushSmall:
            lineSize = 15;
            break;
        case MovieClip(root).brushMedium:
            lineSize = 20;
            break;
        case MovieClip(root).brushLarge:
            lineSize = 30;
            break;
    }
}

// Brush Size Selection (End)

// Color Selection (Begin):
var switchColor:Number;
switchColor = 0xFF0000;
```

Card Maker (ActionScript 3.0) Full Code

```
MovieClip(root).colorBlack.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorBlue.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorGreen.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorLightBlue.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorOrange.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorPurple.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorRed.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorWhite.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorYellow.addEventListener(MouseEvent.CLICK, selectColor);
```

```
function selectColor(event:MouseEvent):void {
    switch (event.target){
        case MovieClip(root).colorBlack:
            switchColor = 0x000000;
            break;
        case MovieClip(root).colorBlue:
            switchColor = 0x0000FF;
            break;
        case MovieClip(root).colorGreen:
            switchColor = 0x00CC00;
            break;
        case MovieClip(root).colorLightBlue:
            switchColor = 0x33FFFF;
            break;
        case MovieClip(root).colorOrange:
            switchColor = 0xFF9900;
            break;
        case MovieClip(root).colorPurple:
            switchColor = 0x990099;
            break;
        case MovieClip(root).colorRed:
            switchColor = 0xFF0000;
            break;
        case MovieClip(root).colorWhite:
            switchColor = 0xFFFFFF;
            break;
        case MovieClip(root).colorYellow:
            switchColor = 0xFFFF00;
            break;
    }
}
```

```
// Color Selection (End)
```

```
// Clip Art Selection (Begin)
```

```
// Button Modes for each of the Clip Art:
clipArtTwo.clearClipArt.buttonMode = true;
clipArtTwo.moveClipArtEnable.buttonMode = true;
clipArtTwo.moveClipArtDisable.buttonMode = true;
clipArtTwo.artOne.buttonMode = true;
clipArtTwo.artTwo.buttonMode = true;
clipArtTwo.artThree.buttonMode = true;
clipArtTwo.artFour.buttonMode = true;
```

```
// Remove the clip art from card area:
clipArtSelectedTwo.clip1.visible = false;
clipArtSelectedTwo.clip2.visible = false;
```

Card Maker (ActionScript 3.0) Full Code

```
clipArtSelectedTwo.clip3.visible = false;
clipArtSelectedTwo.clip4.visible = false;
clipArtSelectedTwo.anchor.visible = false;
clipArtSelectedTwo.anchor.alpha = 0;

// Add Event Listeners for each button:
clipArtTwo.clearClipArt.addEventListener(MouseEvent.CLICK, selectArt);
clipArtTwo.moveClipArtEnable.addEventListener(MouseEvent.CLICK, selectArt);
clipArtTwo.artOne.addEventListener(MouseEvent.CLICK, selectArt);
clipArtTwo.artTwo.addEventListener(MouseEvent.CLICK, selectArt);
clipArtTwo.artThree.addEventListener(MouseEvent.CLICK, selectArt);
clipArtTwo.artFour.addEventListener(MouseEvent.CLICK, selectArt);
clipArtTwo.moveClipArtDisable.addEventListener(MouseEvent.CLICK, disableDragTwo);

// Create a function to handle all tasks:
function selectArt(event:MouseEvent):void {

    setChildIndex(spBoardTwo,1);
    setChildIndex(shMaskTwo, 1);
    setChildIndex(shDrawingTwo, 3);
    setChildIndex(clipArtSelectedTwo, 5);

    switch (event.target) {

        // If the Clear Button was selected:
        case clipArtTwo.clearClipArt:
            clipArtSelectedTwo.clip1.visible = false;
            clipArtSelectedTwo.clip2.visible = false;
            clipArtSelectedTwo.clip3.visible = false;
            clipArtSelectedTwo.clip4.visible = false;
            break;

        // If the Move Clip Art Button was selected:
        case clipArtTwo.moveClipArtEnable:
            spBoardTwo.removeEventListener(MouseEvent.MOUSE_MOVE, boardMoveTwo);
            spBoardTwo.removeEventListener(MouseEvent.MOUSE_DOWN, boardDownTwo);

            clipArtTwo.moveClipArtEnable.visible = false;
            clipArtTwo.moveClipArtDisable.visible = true;
            clipArtSelectedTwo.anchor.visible = true;
            clipArtSelectedTwo.anchor.alpha = 0.5;
            setChildIndex(clipArtSelectedTwo, 5);
            clipArtSelectedTwo.anchor.addEventListener(MouseEvent.MOUSE_DOWN,
dragItTwo);
            clipArtSelectedTwo.anchor.addEventListener(MouseEvent.MOUSE_UP,
dropItTwo);

            break;

        // If the first clip art button was selected:
        case clipArtTwo.artOne:
            clipArtSelectedTwo.clip1.visible = true;
            clipArtSelectedTwo.clip2.visible = false;
            clipArtSelectedTwo.clip3.visible = false;
            clipArtSelectedTwo.clip4.visible = false;
            clipArtSelectedTwo.anchor.x = clipArtSelectedTwo.clip1.x - 10;
            clipArtSelectedTwo.anchor.y = clipArtSelectedTwo.clip1.y - 10;
            clipArtSelectedTwo.anchor.width = clipArtSelectedTwo.clip1.width +
```

Card Maker (ActionScript 3.0) Full Code

```
20;
        clipArtSelectedTwo.anchor.height = clipArtSelectedTwo.clip1.height
+ 20;
        break;

        // If the second clip art button was selected:
        case clipArtTwo.artTwo:
            clipArtSelectedTwo.clip1.visible = false;
            clipArtSelectedTwo.clip2.visible = true;
            clipArtSelectedTwo.clip3.visible = false;
            clipArtSelectedTwo.clip4.visible = false;
            clipArtSelectedTwo.anchor.x = clipArtSelectedTwo.clip2.x - 10;
            clipArtSelectedTwo.anchor.y = clipArtSelectedTwo.clip2.y - 10;
            clipArtSelectedTwo.anchor.width = clipArtSelectedTwo.clip2.width +
20;
            clipArtSelectedTwo.anchor.height = clipArtSelectedTwo.clip2.height
+ 20;
        break;

        // If the third clip art button was selected:
        case clipArtTwo.artThree:
            clipArtSelectedTwo.clip1.visible = false;
            clipArtSelectedTwo.clip2.visible = false;
            clipArtSelectedTwo.clip3.visible = true;
            clipArtSelectedTwo.clip4.visible = false;
            clipArtSelectedTwo.anchor.x = clipArtSelectedTwo.clip3.x - 10;
            clipArtSelectedTwo.anchor.y = clipArtSelectedTwo.clip3.y - 10;
            clipArtSelectedTwo.anchor.width = clipArtSelectedTwo.clip3.width +
20;
            clipArtSelectedTwo.anchor.height = clipArtSelectedTwo.clip3.height
+ 20;
        break;

        // If the fourth clip art button was selected:
        case clipArtTwo.artFour:
            clipArtSelectedTwo.clip1.visible = false;
            clipArtSelectedTwo.clip2.visible = false;
            clipArtSelectedTwo.clip3.visible = false;
            clipArtSelectedTwo.clip4.visible = true;
            clipArtSelectedTwo.anchor.x = clipArtSelectedTwo.clip4.x - 10;
            clipArtSelectedTwo.anchor.y = clipArtSelectedTwo.clip4.y - 10;
            clipArtSelectedTwo.anchor.width = clipArtSelectedTwo.clip4.width +
20;
            clipArtSelectedTwo.anchor.height = clipArtSelectedTwo.clip4.height
+ 20;
        break;
    }
}

// Enable Drag Function:
function dragItTwo(event:MouseEvent):void {
    clipArtSelectedTwo.startDrag();
}

function dropItTwo(event:MouseEvent):void {
    setChildIndex(clipArtSelectedTwo, 5);
    clipArtSelectedTwo.stopDrag();
}
```

Card Maker (ActionScript 3.0) Full Code

```
    }

    // Disable Drag Function:
    function disableDragTwo(event:MouseEvent):void {

        spBoardTwo.addEventListener(MouseEvent.CLICK, boardMoveTwo);
        spBoardTwo.addEventListener(MouseEvent.CLICK, boardDownTwo);

        clipArtSelectedTwo.anchor.visible = false;
        clipArtSelectedTwo.anchor.alpha = 0;
        clipArtSelectedTwo.anchor.removeEventListener(MouseEvent.CLICK, dragItTwo);
        clipArtSelectedTwo.anchor.removeEventListener(MouseEvent.CLICK, dropItTwo);

        clipArtTwo.moveClipArtDisable.visible = false;
        clipArtTwo.moveClipArtEnable.visible = true;

    }

    // Clip Art Selection (End)

    // Inside Right

    var spBoardThree:Sprite=new Sprite();
    this.addChild(spBoardThree);
    spBoardThree.x = 10;
    spBoardThree.y = 10;
    drawBoard();

    var shDrawingThree:Shape=new Shape();
    this.addChild(shDrawingThree);
    shDrawingThree.x = 11;
    shDrawingThree.y = 11;

    var shMaskThree:Shape=new Shape();
    this.addChild(shMaskThree);
    shMaskThree.x = 10;
    shMaskThree.y = 10;
    drawMask();
    shDrawingThree.mask = shMaskThree;

    var doDraw:Boolean = false;
    var eraserOn:Boolean = false;
    var lineSize:Number = 15;
    var currentColor:Number;

    function drawBoard():void {
        spBoardThree.graphics.lineStyle(0,0xcccccc);
        spBoardThree.graphics.beginFill(0xFFFFFF);
        spBoardThree.graphics.drawRect(0,0,300,320);
        spBoardThree.graphics.endFill();
    }

    function drawMask():void {
        shMaskThree.graphics.lineStyle(0,0xFFFFFF);
        shMaskThree.graphics.beginFill(0xFFFFFF);
        shMaskThree.graphics.drawRect(0,0,300,320);
        shMaskThree.graphics.endFill();
    }

```

Card Maker (ActionScript 3.0) Full Code

```
}

spBoardThree.addEventListener(MouseEvent.MOUSE_MOVE, boardMoveThree);
spBoardThree.addEventListener(MouseEvent.MOUSE_DOWN, boardDownThree);
spBoardThree.addEventListener(MouseEvent.MOUSE_UP, boardUpThree);

function boardDownThree(e:MouseEvent):void {
    var curX:Number = shDrawingThree.mouseX;
    var curY:Number = shDrawingThree.mouseY;

    doDraw=true;
    currentColor = switchColor;

    shDrawingThree.graphics.lineStyle(lineSize, currentColor);
    shDrawingThree.graphics.moveTo(curX, curY);
}

function boardUpThree(e:MouseEvent):void {
    doDraw = false;
}

function boardMoveThree(e:MouseEvent):void {
    var curX:Number = shDrawingThree.mouseX;
    var curY:Number = shDrawingThree.mouseY;

    if(doDraw){
        shDrawingThree.graphics.lineTo(curX, curY);
    }

    e.updateAfterEvent();
}

// Erase Button (Begin):
MovieClip(root).btnErase.addEventListener(MouseEvent.CLICK, eraseClicked);

function eraseClicked(e:MouseEvent):void {
    shDrawingThree.graphics.clear();
}

// Erase Button (End)

// Brush Size Selection (Begin):
MovieClip(root).brushTiny.addEventListener(MouseEvent.CLICK, selectSize);
MovieClip(root).brushSmall.addEventListener(MouseEvent.CLICK, selectSize);
MovieClip(root).brushMedium.addEventListener(MouseEvent.CLICK, selectSize);
MovieClip(root).brushLarge.addEventListener(MouseEvent.CLICK, selectSize);

function selectSize(event:MouseEvent):void {
    switch (event.target){
        case MovieClip(root).brushTiny:
            lineSize = 10;
            break;
        case MovieClip(root).brushSmall:
            lineSize = 15;
            break;
        case MovieClip(root).brushMedium:
            lineSize = 20;
```

Card Maker (ActionScript 3.0) Full Code

```
        break;
        case MovieClip(root).brushLarge:
            lineSize = 30;
        break;
    }
}

// Brush Size Selectiion (End)

// Color Selection (Begin):
var switchColor:Number;
switchColor = 0xFF0000;

MovieClip(root).colorBlack.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorBlue.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorGreen.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorLightBlue.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorOrange.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorPurple.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorRed.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorWhite.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorYellow.addEventListener(MouseEvent.CLICK, selectColor);

function selectColor(event:MouseEvent):void {
    switch (event.target){
        case MovieClip(root).colorBlack:
            switchColor = 0x000000;
            break;
        case MovieClip(root).colorBlue:
            switchColor = 0x0000FF;
            break;
        case MovieClip(root).colorGreen:
            switchColor = 0x00CC00;
            break;
        case MovieClip(root).colorLightBlue:
            switchColor = 0x33FFFF;
            break;
        case MovieClip(root).colorOrange:
            switchColor = 0xFF9900;
            break;
        case MovieClip(root).colorPurple:
            switchColor = 0x990099;
            break;
        case MovieClip(root).colorRed:
            switchColor = 0xFF0000;
            break;
        case MovieClip(root).colorWhite:
            switchColor = 0xFFFFFFFF;
            break;
        case MovieClip(root).colorYellow:
            switchColor = 0xFFFF00;
            break;
    }
}

// Color Selection (End)
```

Card Maker (ActionScript 3.0) Full Code

```
// Clip Art Selection (Begin)

// Button Modes for each of the Clip Art:
clipArtThree.clearClipArt.buttonMode = true;
clipArtThree.moveClipArtEnable.buttonMode = true;
clipArtThree.moveClipArtDisable.buttonMode = true;
clipArtThree.artOne.buttonMode = true;
clipArtThree.artTwo.buttonMode = true;
clipArtThree.artThree.buttonMode = true;
clipArtThree.artFour.buttonMode = true;

// Remove the clip art from card area:
clipArtSelectedThree.clip1.visible = false;
clipArtSelectedThree.clip2.visible = false;
clipArtSelectedThree.clip3.visible = false;
clipArtSelectedThree.clip4.visible = false;
clipArtSelectedThree.anchor.visible = false;
clipArtSelectedThree.anchor.alpha = 0;

// Add Event Listeners for each button:
clipArtThree.clearClipArt.addEventListener(MouseEvent.CLICK, selectArt);
clipArtThree.moveClipArtEnable.addEventListener(MouseEvent.CLICK, selectArt);
clipArtThree.artOne.addEventListener(MouseEvent.CLICK, selectArt);
clipArtThree.artTwo.addEventListener(MouseEvent.CLICK, selectArt);
clipArtThree.artThree.addEventListener(MouseEvent.CLICK, selectArt);
clipArtThree.artFour.addEventListener(MouseEvent.CLICK, selectArt);
clipArtThree.moveClipArtDisable.addEventListener(MouseEvent.CLICK, disableDragTh-
ree);

// Create a function to handle all tasks:
function selectArt(event:MouseEvent):void {

    setChildIndex(spBoardThree, 1);
    setChildIndex(shMaskThree, 1);
    setChildIndex(shDrawingThree, 3);
    setChildIndex(clipArtSelectedThree, 5);

    switch (event.target) {

        // If the Clear Button was selected:
        case clipArtThree.clearClipArt:
            clipArtSelectedThree.clip1.visible = false;
            clipArtSelectedThree.clip2.visible = false;
            clipArtSelectedThree.clip3.visible = false;
            clipArtSelectedThree.clip4.visible = false;
            break;

        // If the Move Clip Art Button was selected:
        case clipArtThree.moveClipArtEnable:
            spBoardThree.removeEventListener(MouseEvent.MOUSE_
MOVE, boardMoveThree);
            spBoardThree.removeEventListener(MouseEvent.MOUSE_
DOWN, boardDownThree);
            clipArtThree.moveClipArtEnable.visible = false;
            clipArtThree.moveClipArtDisable.visible = true;
            clipArtSelectedThree.anchor.visible = true;
            clipArtSelectedThree.anchor.alpha = 0.5;
            setChildIndex(clipArtSelectedThree, 5);
```

Card Maker (ActionScript 3.0) Full Code

```
clipArtSelectedThree.anchor.addEventListener(MouseEvent.MOUSE_
DOWN, dragItThree);
clipArtSelectedThree.anchor.addEventListener(MouseEvent.MOUSE_UP,
dropItThree);
break;

// If the first clip art button was selected:
case clipArtThree.artOne:
clipArtSelectedThree.clip1.visible = true;
clipArtSelectedThree.clip2.visible = false;
clipArtSelectedThree.clip3.visible = false;
clipArtSelectedThree.clip4.visible = false;
clipArtSelectedThree.anchor.x = clipArtSelectedThree.clip1.x - 10;
clipArtSelectedThree.anchor.y = clipArtSelectedThree.clip1.y - 10;
clipArtSelectedThree.anchor.width = clipArtSelectedThree.clip1.
width + 20;
clipArtSelectedThree.anchor.height = clipArtSelectedThree.clip1.
height + 20;
break;

// If the second clip art button was selected:
case clipArtThree.artTwo:
clipArtSelectedThree.clip1.visible = false;
clipArtSelectedThree.clip2.visible = true;
clipArtSelectedThree.clip3.visible = false;
clipArtSelectedThree.clip4.visible = false;
clipArtSelectedThree.anchor.x = clipArtSelectedThree.clip2.x - 10;
clipArtSelectedThree.anchor.y = clipArtSelectedThree.clip2.y - 10;
clipArtSelectedThree.anchor.width = clipArtSelectedThree.clip2.
width + 20;
clipArtSelectedThree.anchor.height = clipArtSelectedThree.clip2.
height + 20;
break;

// If the third clip art button was selected:
case clipArtThree.artThree:
clipArtSelectedThree.clip1.visible = false;
clipArtSelectedThree.clip2.visible = false;
clipArtSelectedThree.clip3.visible = true;
clipArtSelectedThree.clip4.visible = false;
clipArtSelectedThree.anchor.x = clipArtSelectedThree.clip3.x - 10;
clipArtSelectedThree.anchor.y = clipArtSelectedThree.clip3.y - 10;
clipArtSelectedThree.anchor.width = clipArtSelectedThree.clip3.
width + 20;
clipArtSelectedThree.anchor.height = clipArtSelectedThree.clip3.
height + 20;
break;

// If the fourth clip art button was selected:
case clipArtThree.artFour:
clipArtSelectedThree.clip1.visible = false;
clipArtSelectedThree.clip2.visible = false;
clipArtSelectedThree.clip3.visible = false;
clipArtSelectedThree.clip4.visible = true;
clipArtSelectedThree.anchor.x = clipArtSelectedThree.clip4.x - 10;
clipArtSelectedThree.anchor.y = clipArtSelectedThree.clip4.y - 10;
clipArtSelectedThree.anchor.width = clipArtSelectedThree.clip4.
width + 20;
```

Card Maker (ActionScript 3.0) Full Code

```
                clipArtSelectedThree.anchor.height = clipArtSelectedThree.clip4.
height + 20;
                break;
        }
    }

    // Enable Drag Function:
    function dragItThree(event:MouseEvent):void {
        clipArtSelectedThree.startDrag();
    }

    function dropItThree(event:MouseEvent):void {
        setChildIndex(clipArtSelectedThree, 5);
        clipArtSelectedThree.stopDrag();
    }

    // Disable Drag Function:
    function disableDragThree(event:MouseEvent):void {
        spBoardThree.addEventListener(MouseEvent.CLICK, boardMoveThree);
        spBoardThree.addEventListener(MouseEvent.CLICK, boardDownThree);
        clipArtSelectedThree.anchor.visible = false;
        clipArtSelectedThree.anchor.alpha = 0;
        clipArtSelectedThree.anchor.removeEventListener(MouseEvent.CLICK, dragIt-
Three);
        clipArtSelectedThree.anchor.removeEventListener(MouseEvent.CLICK, dropIt-
Three);
        clipArtThree.moveClipArtDisable.visible = false;
        clipArtThree.moveClipArtEnable.visible = true;
    }

    // Clip Art Selection (End)

    // Back

    var spBoardFour:Sprite=new Sprite();
    this.addChild(spBoardFour);
    spBoardFour.x = 10;
    spBoardFour.y = 10;
    drawBoard();

    var shDrawingFour:Shape=new Shape();
    this.addChild(shDrawingFour);
    shDrawingFour.x = 11;
    shDrawingFour.y = 11;

    var shMaskFour:Shape=new Shape();
    this.addChild(shMaskFour);
    shMaskFour.x = 10;
    shMaskFour.y = 10;
    drawMask();
    shDrawingFour.mask = shMaskFour;

    var doDraw:Boolean = false;
    var eraserOn:Boolean = false;
    var lineSize:Number = 15;
    var currentColor:Number;
```

Card Maker (ActionScript 3.0) Full Code

```
function drawBoard():void {
    spBoardFour.graphics.lineStyle(0,0xcccccc);
    spBoardFour.graphics.beginFill(0xFFFFFF);
    spBoardFour.graphics.drawRect(0,0,300,320);
    spBoardFour.graphics.endFill();
}

function drawMask():void {
    shMaskFour.graphics.lineStyle(0,0xFFFFFF);
    shMaskFour.graphics.beginFill(0xFFFFFF);
    shMaskFour.graphics.drawRect(0,0,300,320);
    shMaskFour.graphics.endFill();
}

spBoardFour.addEventListener(MouseEvent.CLICK, boardMoveFour);
spBoardFour.addEventListener(MouseEvent.CLICK, boardDownFour);
spBoardFour.addEventListener(MouseEvent.CLICK, boardUpFour);

function boardDownFour(e:MouseEvent):void {
    var curX:Number = shDrawingFour.mouseX;
    var curY:Number = shDrawingFour.mouseY;

    doDraw=true;
    currentColor = switchColor;

    shDrawingFour.graphics.lineStyle(lineSize,currentColor);
    shDrawingFour.graphics.moveTo(curX,curY);
}

function boardUpFour(e:MouseEvent):void {
    doDraw = false;
}

function boardMoveFour(e:MouseEvent):void {
    var curX:Number = shDrawingFour.mouseX;
    var curY:Number = shDrawingFour.mouseY;

    if(doDraw){
        shDrawingFour.graphics.lineTo(curX,curY);
    }

    e.updateAfterEvent();
}

// Erase Button (Begin):
MovieClip(root).btnErase.addEventListener(MouseEvent.CLICK, eraseClicked);

function eraseClicked(e:MouseEvent):void {
    shDrawingFour.graphics.clear();
}

// Erase Button (End)

// Brush Size Selection (Begin):
MovieClip(root).brushTiny.addEventListener(MouseEvent.CLICK, selectSize);
MovieClip(root).brushSmall.addEventListener(MouseEvent.CLICK, selectSize);
```

Card Maker (ActionScript 3.0) Full Code

```
MovieClip(root).brushMedium.addEventListener(MouseEvent.CLICK, selectSize);
MovieClip(root).brushLarge.addEventListener(MouseEvent.CLICK, selectSize);
```

```
function selectSize(event:MouseEvent):void {
    switch (event.target){
        case MovieClip(root).brushTiny:
            lineSize = 10;
            break;
        case MovieClip(root).brushSmall:
            lineSize = 15;
            break;
        case MovieClip(root).brushMedium:
            lineSize = 20;
            break;
        case MovieClip(root).brushLarge:
            lineSize = 30;
            break;
    }
}
```

```
// Brush Size Selectiion (End)
```

```
// Color Selection (Begin):
```

```
var switchColor:Number;
switchColor = 0xFF0000;
```

```
MovieClip(root).colorBlack.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorBlue.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorGreen.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorLightBlue.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorOrange.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorPurple.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorRed.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorWhite.addEventListener(MouseEvent.CLICK, selectColor);
MovieClip(root).colorYellow.addEventListener(MouseEvent.CLICK, selectColor);
```

```
function selectColor(event:MouseEvent):void {
    switch (event.target){
        case MovieClip(root).colorBlack:
            switchColor = 0x000000;
            break;
        case MovieClip(root).colorBlue:
            switchColor = 0x0000FF;
            break;
        case MovieClip(root).colorGreen:
            switchColor = 0x00CC00;
            break;
        case MovieClip(root).colorLightBlue:
            switchColor = 0x33FFFF;
            break;
        case MovieClip(root).colorOrange:
            switchColor = 0xFF9900;
            break;
        case MovieClip(root).colorPurple:
            switchColor = 0x990099;
            break;
    }
}
```

Card Maker (ActionScript 3.0) Full Code

```
        break;
        case MovieClip(root).colorRed:
            switchColor = 0xFF0000;
        break;
        case MovieClip(root).colorWhite:
            switchColor = 0xFFFFFF;
        break;
        case MovieClip(root).colorYellow:
            switchColor = 0xFFFF00;
        break;
    }
}

// Color Selection (End)

// Clip Art Selection (Begin)

// Button Modes for each of the Clip Art:
clipArtFour.clearClipArt.buttonMode = true;
clipArtFour.moveClipArtEnable.buttonMode = true;
clipArtFour.moveClipArtDisable.buttonMode = true;
clipArtFour.artOne.buttonMode = true;
clipArtFour.artTwo.buttonMode = true;
clipArtFour.artThree.buttonMode = true;
clipArtFour.artFour.buttonMode = true;

// Remove the clip art from card area:
clipArtSelectedFour.clip1.visible = false;
clipArtSelectedFour.clip2.visible = false;
clipArtSelectedFour.clip3.visible = false;
clipArtSelectedFour.clip4.visible = false;
clipArtSelectedFour.anchor.visible = false;
clipArtSelectedFour.anchor.alpha = 0;

// Add Event Listeners for each button:
clipArtFour.clearClipArt.addEventListener(MouseEvent.CLICK, selectArt);
clipArtFour.moveClipArtEnable.addEventListener(MouseEvent.CLICK, selectArt);
clipArtFour.artOne.addEventListener(MouseEvent.CLICK, selectArt);
clipArtFour.artTwo.addEventListener(MouseEvent.CLICK, selectArt);
clipArtFour.artThree.addEventListener(MouseEvent.CLICK, selectArt);
clipArtFour.artFour.addEventListener(MouseEvent.CLICK, selectArt);
clipArtFour.moveClipArtDisable.addEventListener(MouseEvent.CLICK, disableDragFour);

// Create a function to handle all tasks:
function selectArt(event:MouseEvent):void {

    setChildIndex(spBoardFour, 1);
    setChildIndex(shMaskFour, 1);
    setChildIndex(shDrawingFour, 3);
    setChildIndex(clipArtSelectedFour, 5);

    switch (event.target) {

        // If the Clear Button was selected:
        case clipArtFour.clearClipArt:
            clipArtSelectedFour.clip1.visible = false;
            clipArtSelectedFour.clip2.visible = false;
```

Card Maker (ActionScript 3.0) Full Code

```
        clipArtSelectedFour.clip3.visible = false;
        clipArtSelectedFour.clip4.visible = false;
    break;

    // If the Move Clip Art Button was selected:
    case clipArtFour.moveClipArtEnable:
        spBoardFour.removeEventListener(MouseEvent.MOUSE_
MOVE, boardMoveFour);
        spBoardFour.removeEventListener(MouseEvent.MOUSE_
DOWN, boardDownFour);
        clipArtFour.moveClipArtEnable.visible = false;
        clipArtFour.moveClipArtDisable.visible = true;
        clipArtSelectedFour.anchor.visible = true;
        clipArtSelectedFour.anchor.alpha = 0.5;
        setChildIndex(clipArtSelectedFour, 5);
        clipArtSelectedFour.anchor.addEventListener(MouseEvent.MOUSE_DOWN,
dragItFour);
        clipArtSelectedFour.anchor.addEventListener(MouseEvent.MOUSE_UP,
dropItFour);
    break;

    // If the first clip art button was selected:
    case clipArtFour.artOne:
        clipArtSelectedFour.clip1.visible = true;
        clipArtSelectedFour.clip2.visible = false;
        clipArtSelectedFour.clip3.visible = false;
        clipArtSelectedFour.clip4.visible = false;
        clipArtSelectedFour.anchor.x = clipArtSelectedFour.clip1.x - 10;
        clipArtSelectedFour.anchor.y = clipArtSelectedFour.clip1.y - 10;
        clipArtSelectedFour.anchor.width = clipArtSelectedFour.clip1.width
+ 20;
        clipArtSelectedFour.anchor.height = clipArtSelectedFour.clip1.
height + 20;
    break;

    // If the second clip art button was selected:
    case clipArtFour.artTwo:
        clipArtSelectedFour.clip1.visible = false;
        clipArtSelectedFour.clip2.visible = true;
        clipArtSelectedFour.clip3.visible = false;
        clipArtSelectedFour.clip4.visible = false;
        clipArtSelectedFour.anchor.x = clipArtSelectedFour.clip2.x - 10;
        clipArtSelectedFour.anchor.y = clipArtSelectedFour.clip2.y - 10;
        clipArtSelectedFour.anchor.width = clipArtSelectedFour.clip2.width
+ 20;
        clipArtSelectedFour.anchor.height = clipArtSelectedFour.clip2.
height + 20;
    break;

    // If the third clip art button was selected:
    case clipArtFour.artThree:

        clipArtSelectedFour.clip1.visible = false;
        clipArtSelectedFour.clip2.visible = false;
        clipArtSelectedFour.clip3.visible = true;
        clipArtSelectedFour.clip4.visible = false;

        clipArtSelectedFour.anchor.x = clipArtSelectedFour.clip3.x - 10;
```

Card Maker (ActionScript 3.0) Full Code

```
clipArtSelectedFour.anchor.y = clipArtSelectedFour.clip3.y - 10;
clipArtSelectedFour.anchor.width = clipArtSelectedFour.clip3.width
+ 20;
clipArtSelectedFour.anchor.height = clipArtSelectedFour.clip3.
height + 20;

break;

// If the fourth clip art button was selected:
case clipArtFour.artFour:
clipArtSelectedFour.clip1.visible = false;
clipArtSelectedFour.clip2.visible = false;
clipArtSelectedFour.clip3.visible = false;
clipArtSelectedFour.clip4.visible = true;
clipArtSelectedFour.anchor.x = clipArtSelectedFour.clip4.x - 10;
clipArtSelectedFour.anchor.y = clipArtSelectedFour.clip4.y - 10;
clipArtSelectedFour.anchor.width = clipArtSelectedFour.clip4.width
+ 20;
clipArtSelectedFour.anchor.height = clipArtSelectedFour.clip4.
height + 20;

break;

}
}

// Enable Drag Function:
function dragItFour(event:MouseEvent):void {
clipArtSelectedFour.startDrag();
}

function dropItFour(event:MouseEvent):void {
setChildIndex(clipArtSelectedFour, 5);
clipArtSelectedFour.stopDrag();
}

// Disable Drag Function:
function disableDragFour(event:MouseEvent):void {
spBoardFour.addEventListener(MouseEvent.CLICK, boardMoveFour);
spBoardFour.addEventListener(MouseEvent.CLICK, boardDownFour);
clipArtSelectedFour.anchor.visible = false;
clipArtSelectedFour.anchor.alpha = 0;
clipArtSelectedFour.anchor.removeEventListener(MouseEvent.CLICK, dragIt-
Four);
clipArtSelectedFour.anchor.removeEventListener(MouseEvent.CLICK, dropIt-
Four);
clipArtFour.moveClipArtDisable.visible = false;
clipArtFour.moveClipArtEnable.visible = true;
}

// Clip Art Selection (End)
```