



# Flash Task

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Hello to you Flash Developer.

This small Flash Project document will give you the basic guidelines for the Flash application for you to show us your Flash programming abilities.

## What is the task

Build an application for different shapes (triangle, rectangle, circle and others). You have some shapes that can be dragged from the right area, and when dragging them you get a copy of the shape, which can be placed on the left side of the screen.

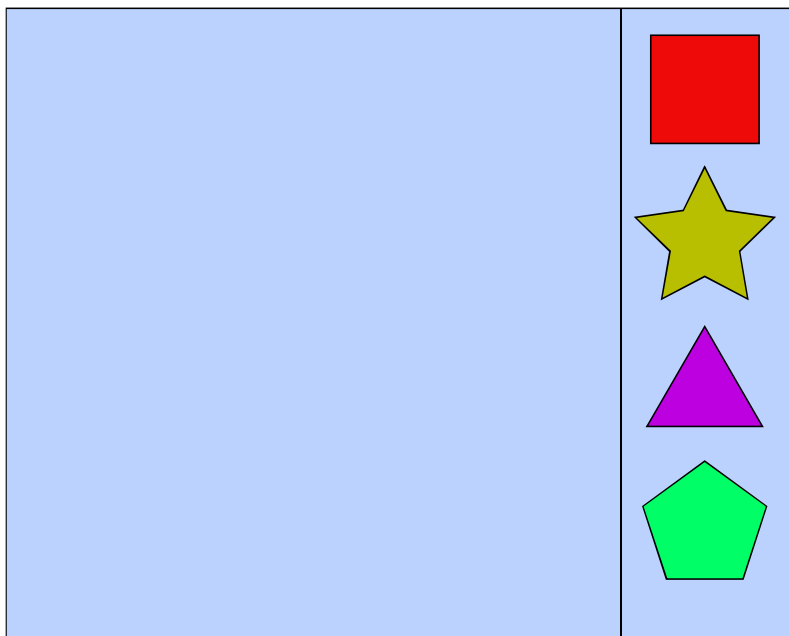
The shapes can be:

1. Deleted – by dragging outside the area or by keyboard key.
2. Moved – from place to place.
3. Rotated.
4. Put one shape on the other, no matter who was created first.
5. And whatever you think can be added.

## Application look and feel

The application can be look like the below image, or in any way you want. The below design is **not** mandatory.

The functionality is the point not the layout.



## Programming-wise stuff

1. Mandatory. Written in **ActionScript3** and Object Oriented Design/Programming.
2. Mandatory. Graphics need to be easily added.
3. Mandatory. All **MUST** be in code. Flash frames are not allowed.
4. Mandatory. The code must be clear and understood
5. Optional. Transitions in moving object or better graphics.

## Additional important point

The design should reflect your developer capabilities. It should show how you can design classes and how you use OOD/OOP, make the application scalable and easy to change for future. You can use interfaces, design patterns or anything you want to accomplish this task.

Thank you,

Batsheva Evers – Flash Team  
Batsheva.evers@teamaol.com