

## Objects

Anything on the stage in Flash is an object. Every object has properties that can be modified in order to change the appearance or behavior of the object. For example, a movie clip has an x coordinate, a y coordinate, a width, a height, and so on. If you look at the property inspector in Flash, you can see every property that an object has.

## Methods

A method is an action that can be performed by an object. For example, if you've made a Movieclip symbol in Flash with several Keyframes and animation on its timeline, that movie clip can play, or stop, or be instructed to move the play head to a particular frame. This code instructs the Movieclip named shortFilm to start playing:

```
shortFilm.play();
```

This makes the Movieclip named shortFilm stop playing (the play head stops in place, like pausing a video):

```
shortFilm.stop();
```

This makes a Movieclip named shortFilm move frame 1 and stop playing (like rewinding a video):

```
shortFilm.gotoAndStop(1);
```

As you can see, methods, like properties, are accessed by writing the object's name (a variable), then a period, and then the name of the method followed by parentheses. The parentheses are the way that you indicate that you're calling the method, or in other words, instructing the object to perform that action. Sometimes values (or variables) are placed in the parentheses, as a way to pass along additional information that is needed to carry out the action. These values are known as method parameters. For example, the gotoAndStop() method needs to know which frame it should go to, so it requires a single parameter in the parentheses. Other methods, like play() and stop(), are self-explanatory, so they don't require extra information.

## Properties

A property represents one of the pieces of data that are bundled together in an object. A Movieclip has properties like rotation, x, width, and alpha. You work with properties like individual variables. In fact, you might think of properties as simply the "child" variables contained in an object. Here are some examples of Actionscript code that uses properties. This moves the Movieclip named square to the x coordinate 100 pixels:

```
square.x = 100;
```

This uses the rotation property to make the square Movieclip match the rotation of the triangle MovieClip:

```
square.rotation = triangle.rotation;
```

Notice the common structure: you use a variable (square, triangle) as the name of the object, followed by a period (.) and then the name of the property (x, rotation, scaleX). The period, known as the dot operator, is used to indicate that you're accessing one of the child elements of an object. The whole structure together:

```
variable name-dot-property name
```

is used like a single variable, as a name for a single value in the computer's memory.