

```
var speed = 7;
var score = 0;

function collect(event:Event):void{
    if(star_mc.hitTestObject(home_mc)) {
        star_mc.y = 0;
        star_mc.x = Math.random()* 450 + 50;
        score ++;
    }

    if(star2_mc.hitTestObject(home_mc)) {
        star2_mc.y = 0;
        star2_mc.x = Math.random()* 450 + 50;
        score ++;
    }

    if(star3_mc.hitTestObject(home_mc)) {
        star3_mc.y = 0;
        star3_mc.x = Math.random()* 450 + 50;
        score ++;
    }

    mytext_txt.text = score;
}

function moveThis(event:KeyboardEvent):void{
    if(event.keyCode == 37) {
        home_mc.x -= 10;
    } else if(event.keyCode == 39) {
        home_mc.x += 10;
    }
}

function fall(event:Event):void{
    star_mc.y += speed;
    if(star_mc.y > 400) {
        star_mc.y = 0;
        star_mc.x = Math.random() * 450 + 50;
    }
    star2_mc.y += speed;
    if(star2_mc.y > 400) {
        star2_mc.y = 0;
        star2_mc.x = Math.random() * 450 + 50;
    }
    star3_mc.y += speed;
    if(star3_mc.y > 400) {
        star3_mc.y = 0;
        star3_mc.x = Math.random() * 450 + 50;
    }
}

stage.addEventListener(Event.ENTER_FRAME, collect);
stage.addEventListener(KeyboardEvent.KEY_DOWN, moveThis);
stage.addEventListener(Event.ENTER_FRAME, fall);
```