

Falling Stars Game – ActionScript File (OOP Programming Format)

```
package {
    import flash.display.*;
    import flash.events.*;
    import flash.text.*;
    public class FallingStar extends MovieClip {
        var _myStar:myStar;
        var _myHome:myHome;
        var score = 0;
        var speed = 5;
        var myFormat:TextFormat;
        var myText:TextField;
        public function FallingStar() {
            _myHome = new myHome();
            _myHome.x=175;
            _myHome.y=275;
            _myStar = new myStar();
            _myStar.x=225;
            _myStar.y=0;
            myFormat = new TextFormat();
            myText = new TextField();
            addChild(myText);
            score = 0;
            displayText("helvetica", 40, true, 0x00FFFF, score, 40, true, 15, 3);
            addChild(_myStar);
            addChild(_myHome);
            stage.addEventListener(Event.ENTER_FRAME, fall);
            stage.addEventListener(KeyboardEvent.KEY_DOWN, moveThis);
            stage.addEventListener(Event.ENTER_FRAME, collect);
        }
        function moveThis(event:KeyboardEvent):void {
            if(event.keyCode == 37) {
                _myHome.x -= 10;
            } else if(event.keyCode == 39) {
                _myHome.x += 10;
            }
        }
        function fall(event:Event):void {
            _myStar.y+=speed;
            if(_myStar.y>400){
                _myStar.x=Math.random() * 450; + 50;
                _myStar.y=0;
            }
        }
        function collect(event:Event):void {
            if(_myStar.hitTestObject(_myHome)) {
                _myStar.y = 0;
                _myStar.x = Math.random()* 450 + 50;
                score ++;

                displayText("helvetica", 40, true, 0x00FFFF, score, 40, true, 15, 3);
            }
        }
        function displayText(uu, vv, ww, xx, aa, bb, cc, dd, ee) {
            myFormat.font=uu;
            myFormat.size=vv;
            myFormat.bold=ww;
            myFormat.color=xx;
            myText.defaultTextFormat=myFormat;
            myText.text=aa;
            myText.width=bb;
            myText.wordWrap=cc;
            addChild(myText);

            myText.x=dd;
            myText.y=ee;
        }
    }
}
```