

1. If I were going to give instructions on how to arrange the Tangram tiles to build a cat, I would do the following:
  - Ask that person to build a grid with Cartesian coordinates
  - Ask the person to move each tile into a specific position
  - I would probably have to use the name of each tile so the person understands me: Move the small triangle to 4, 6, or move the square to 7, 8.
  
2. I am not really sure of how to do this in code. I first tried to tell Flash to draw each shape and position it, but since I have some triangles and squares, I tried to draw these line by line.  
I thought the necessary steps would be to define a style of fill and stroke and then draw each line on the position that I wanted in order to create the triangles.

```
graphics.beginFill(0x00ff00);  
  
graphics.lineStyle(1, 0x00000);  
graphics.lineTo(239,56);  
  
graphics.lineStyle(1, 0x00000);  
graphics.lineTo(239,61);  
  
graphics.lineStyle(1, 0x00000);  
graphics.lineTo(239,142);  
  
graphics.endFill();
```

To draw the squares of the Tangram I would use:

```
graphics.beginFill(0x00ff00);  
graphics.drawRect(20, 50, 233, 134);  
graphics.rotateRect(90);  
>>?, didn't find how to rotate it in the documentation<<  
graphics.endFill();
```

Then I tried to tell the person to move tiles that already exist to specific positions to build the cat:

- In this case I would have to use a name for each tile, to let the person know which tile I'm talking about. I would have to tell Flash the names I'm using somehow, but I'm not sure how.

```
GreenSquare=filledRectangle(233,134,0xFF0000  
)?
```

- To drag the tiles from one place:  
`StartDrag.GreenSquare = beginDrag;`
- To another:  
`dropTarget.handleDrop = handleDrop;`  
`stopDrag.GreenSquare = stopDrag;`