

Jennifer Cooke

HW2 "Program" to make Dancing Lady out of black tiles

10/2/08

```
/*Go to Modify and select Document. Change the document units to inches. Make the width 3.5 and the height 4.5 Make grid lines for every eighth inch in the vertical and horizontal direction. The width will be referred to in eighths of an inch in the positive x direction. The height will be referred to in eighths of an inch in the negative y direction.*/
```

```
dimond_mc.set rotation = (value: 0) :void
```

```
dimond_mc.move = (1.4x, 0y) :void /* points should line up with these Coordinates (20x,0y/top) (12x, -8y/left) (28x, -8y/left) (20x, -16y/bottom) the move positions noted here are guessing how to make the shape line up with the origin coordinates*/
```

```
meiumTri_mc.set rotation = (value: 180) :void
```

```
mediumTri_mc.move = (21x,-16y) :void /* points should line up with these Coordinates (21x, -16y/top left) (37x, -16y/top right) (21x, -32y/bottom left)*/
```

```
bigTri1_mc.set rotation = (value: 0) :void
```

```
bigTri1_mc.move = (32x, -24y) :void /* points should line up with these Coordinates (32x, -24y/top) (32x, -58y/bottom) (48x, -41y/right)*/
```

```
bigTri2_mc.set rotation = (value:-45) :void
```

```
bigtri2_mc.move = (31x, -24y) :void /* points should line up with these Coordinates (31x,-24y/top) (7x,-48y/bottom left) (31x, -48y)*/
```

```
smallTri1_mc.set rotation = (value: 0) :void
```

```
smallTri1_mc.move (21x,-16y) :void /* points should line up with these Coordinates (21x, -16y/top left)(37x,-16y/top right) (21x, -32y/bottom)*/
```

```
smallTri2_mc.set rotation = (value: -45) :void
```

```
smallTri2_mc.move (0x, -48y) :void /* points should line up with these Coordinates (0x, -48y/top left) (12x, -48y/top right) (0x, -60y)*/
```

```
poly_mc.set rotation = */flip horizontal 180 then rotate 90//
```

```
poly_mc.move = (35x, -16y) /* points should line up with these Coordinates (35x, -16y/top left) (56x, -16y/top right) (31x, -24y/bottom left) (52x, -24y/bottom right)*/
```

```
stop();
```