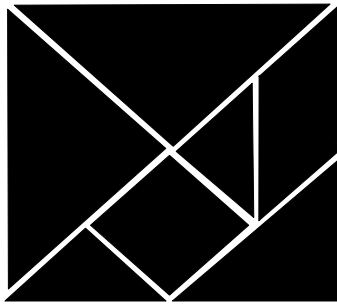
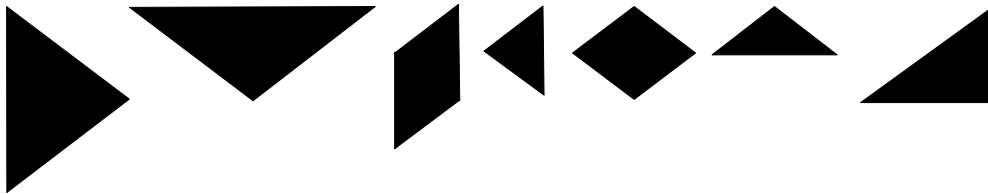


## Actions to be Performed

1. The pieces are initially in this position.



2. Line up each of the pieces in a horizontal row at the top of the frame.



3. Starting with the first piece on the left, move each piece to its correct location and rotate it until it is in the correct orientation.

## Sprite Properties and Methods to be Accessed

### **Methods**

AddEventListener  
startDrag  
stopDrag

### **Properties**

rotation

## Code Example

*This lets the user drag the tile to any location.*

```
function mouseDown(event:MouseEvent):void {  
    tile1.startDrag();  
}  
tile1.addEventListener(MouseEvent.MOUSE_DOWN, mouseDown);
```

```
function mouseReleased(event:MouseEvent):void {  
    tile1.stopDrag();  
}  
tile1.addEventListener(MouseEvent.MOUSE_UP, mouseReleased);
```

*This lets the user rotate the tile little by little.*

```
function mouseMiddleClick(event:MouseEvent):void {  
    tile1.rotate+=5;  
}  
tile1.addEventListener(MouseEvent.MIDDLE_CLICK, mouseMiddleClick);
```