

Main.as

```
1 package
2 {
3     import com.vaden.ui.IPadBase;
4
5     import flash.display.Sprite;
6
7     [SWF(width="760",height="500",frameRate="60", backgroundColor="0x000000")]
8
9     public class Main extends Sprite
10    {
11        public function Main()
12        {
13            var drawingApp:IPadBase = new IPadBase();
14            drawingApp.x = (stage.stageWidth - drawingApp.width)/2;
15            drawingApp.y = 20;
16            this.addChild(drawingApp);
17        }
18    }
19 }
```

Circle.as

```
1 package com.vaden.shapes
2 {
3     import com.vaden.interfaces.ISprite;
4
5     import flash.display.Sprite;
6
7     public class Circle extends Sprite implements ISprite
8     {
9
10
11         public function Circle()
12         {
13             createCircle();
14         }
15
16         private function createCircle():void
17         {
18             this.graphics.lineStyle(20, 0x000000);
19             this.graphics.beginFill(0x000000,1);
20             this.graphics.drawCircle(0,0,20);
21             this.graphics.endFill();
22         }
23
24         public function update():void
25         {
26         }
27     }
28 }
```

Square.as

```
1 package com.vaden.shapes
2 {
3     import com.vaden.interfaces.ISprite;
4
5     import flash.display.Sprite;
6
7     public class Square extends Sprite implements ISprite
8     {
9
10
11         public function Square()
12         {
13             createSquare();
14         }
15
16         public function createSquare():void
17         {
18             this.graphics.lineStyle(2, 0x000000);
19             this.graphics.beginFill(0x000000 ,1);
20             this.graphics.drawRect(0,0,20,20);
21             this.graphics.endFill();
22         }
23
24         public function update():void
25         {
26         }
27     }
28 }
```

CurrentColor.as

```
1 package com.vaden.ui
2 {
3     import libs.CurrentColor;
4
5     public class CurrentColor extends libs.CurrentColor
6     {
7         public function CurrentColor()
8         {
9             super();
10
11         }
12     }
13 }
```

IPadBase.as

```
1 package com.vaden.ui
2 {
3     import com.vaden.ColorPicker;
4     import com.vaden.Cursor;
5     import com.vaden.events.ColorPickerEvent;
6     import com.vaden.managers.SliderManager;
7     import com.vaden.shapes.Circle;
8     import com.vaden.shapes.Square;
9
10    import flash.display.Sprite;
11    import flash.events.Event;
12    import flash.events.MouseEvent;
13    import flash.geom.ColorTransform;
14
15    import libs.IPadBase;
16
17    public class IPadBase extends libs.IPadBase
18    {
19
20        private var _picker:ColorPicker;
21        private var _canvas:Sprite;
22        private var _draw:Boolean;
23        private var _color:uint;
24        private var _drawMode:String;
25        private var _currentColor:CurrentColor;
26        private var _sm:SliderManager;
27        private var _weight:uint;
28
29        public function IPadBase()
30        {
31            init();
32        }
33
34        private function init():void
35        {
36            _draw = false;
37            _color = 0x000000;
38            _drawMode = "line";
39            _picker = new ColorPicker("images/color_picker.jpg");
40            _picker.x = 55.60;
41            _picker.y = 382.50;
42            this.addChild(_picker);
43            _picker.addEventListener(ColorPickerEvent.COLOR_CHANGE,
onChangeColor);
44            this.addEventListener(MouseEvent.MOUSE_MOVE, draw);
```

IPadBase.as

```
45     this.addEventListener(MouseEvent.CLICK, startDraw);
46     this.addEventListener(MouseEvent.CLICK, stopDraw);
47     _canvas = new Sprite();
48     this.addChild(_canvas);
49     _canvas.mask = this.mc_mask;
50     _canvas.graphics.lineStyle(1, _color, 1);
51
52     color();
53     buttons();
54     slider();
55     var cursor:Cursor = new Cursor();
56     this.addChild(cursor);
57 }
58
59 private function color():void
60 {
61     _currentColor = new CurrentColor();
62     _currentColor.x = 364.10;
63     _currentColor.y = 386.55;
64     this.addChild(_currentColor);
65 }
66
67 private function draw(e:MouseEvent):void
68 {
69     if (_draw && _drawMode == "line")
70     {
71         _canvas.graphics.lineTo(this.mouseX, this.mouseY);
72     }
73 }
74
75 private function startDraw(e:MouseEvent):void
76 {
77     _draw = true;
78     if (_drawMode == "line")
79     {
80         _canvas.graphics.lineStyle(_weight, _color, 1);
81         _canvas.graphics.moveTo(this.mouseX, this.mouseY);
82     }
83     if (_drawMode == "square")
84     {
85         _draw = false;
86         var ctSquare:ColorTransform = new ColorTransform();
87         ctSquare.color = _color;
88         var square:Square = new Square();
89         square.x = this.mouseX;
```

IPadBase.as

```
90         square.y = this.mouseY;
91         square.transform.colorTransform = ctSquare;
92         _canvas.addChild(square);
93     }
94     if (_drawMode == "circle")
95     {
96         _draw = false;
97         var ctCircle:ColorTransform = new ColorTransform();
98         ctCircle.color = _color;
99         var circle:Circle = new Circle();
100        circle.x = this.mouseX;
101        circle.y = this.mouseY;
102        circle.transform.colorTransform = ctCircle;
103        _canvas.addChild(circle);
104    }
105 }
106
107 private function stopDraw(e:MouseEvent):void
108 {
109     _draw = false;
110 }
111
112 private function onChangeColor(e:ColorPickerEvent):void
113 {
114     var ct:ColorTransform= new ColorTransform();
115     ct.color = e.color;
116     _currentColor.transform.colorTransform = ct;
117     _color = e.color;
118     _canvas.graphics.lineStyle(_weight, _color, 1);
119 }
120
121 private function buttons():void
122 {
123     this.btn_circle.gotoAndStop(1);
124     this.btn_square.gotoAndStop(1);
125     this.btn_line.gotoAndStop(2);
126     this.btn_clear.gotoAndStop(1);
127
128     this.btn_clear.addEventListener(MouseEvent.CLICK, clearCanvas);
129     this.btn_circle.addEventListener(MouseEvent.CLICK, circleInit);
130     this.btn_square.addEventListener(MouseEvent.CLICK, squareInit);
131     this.btn_line.addEventListener(MouseEvent.CLICK, lineInit);
132 }
133
134 private function circleInit(e:MouseEvent):void
```

IPadBase.as

```
135     {
136         btn_line.gotoAndStop(1);
137         btn_square.gotoAndStop(1);
138         btn_circle.gotoAndStop(2);
139         _drawMode = "circle";
140     }
141
142     private function squareInit(e:MouseEvent):void
143     {
144         btn_line.gotoAndStop(1);
145         btn_square.gotoAndStop(2);
146         btn_circle.gotoAndStop(1);
147         _drawMode = "square";
148     }
149
150     private function lineInit(e:MouseEvent):void
151     {
152         btn_line.gotoAndStop(2);
153         btn_square.gotoAndStop(1);
154         btn_circle.gotoAndStop(1);
155         _drawMode = "line";
156     }
157
158     private function clearCanvas(e:MouseEvent):void
159     {
160         _canvas.graphics.clear();
161         while (_canvas.numChildren > 0)
162         {
163             _canvas.removeChildAt(0);
164         }
165     }
166
167     private function slider():void
168     {
169         var slider:Slider = new Slider();
170         slider.x = 394.35;
171         slider.y = 395.70;
172         this.addChild(slider);
173
174         _sm = new SliderManager();
175         _sm.setUpAssets(slider.mc_track, slider.mc_handle);
176         _sm.percent = .1;
177         _sm.addEventListener(Event.CHANGE, onComplete);
178     }
179 }
```


IPadBase.as

```
180
181     private function onComplete(e:Event):void
182     {
183         _weight = Math.round(_sm.percent * 10);
184     }
185 }
186 }
187 }
```

Slider.as

```
1 package com.vaden.ui
2 {
3     import com.vaden.managers.SliderManager;
4
5     import flash.events.Event;
6
7     import libs.Slider;
8
9     public class Slider extends libs.Slider
10    {
11        public function Slider()
12        {
13            super();
14        }
15    }
16 }
```

Cursor.as

```
1 package com.vaden
2 {
3     import libs.Cursor;
4
5     public class Cursor extends libs.Cursor
6     {
7         public function Cursor()
8         {
9             super();
10
11             this.startDrag(true);
12         }
13     }
14 }
```