

Main.as

```
1 package
2 {
3     import com.vaden.Snow;
4     import com.vaden.interfaces.ISprite;
5
6     import flash.display.Bitmap;
7     import flash.display.Sprite;
8     import flash.events.Event;
9
10    [SWF(width="760",height="500",frameRate="30", backgroundColor="0x000000")]
11
12    public class Main extends Sprite
13    {
14        private var _snowFall:Array;
15
16        public function Main()
17        {
18            createCityScape();
19            createSnow(120);
20        }
21
22        private function createCityScape():void
23        {
24            var city:Bitmap = new Bitmap(new CityScape(0,0));
25            this.addChild(city);
26        }
27
28        private function createSnow(amt:int):void
29        {
30            _snowFall = [ ];
31            for (var i:int = 0; i < amt; i++)
32            {
33                var snow:Snow = new Snow();
34                snow.scaleX = i * .002;
35                snow.scaleY = i * .002;
36                snow.x = Math.round(Math.random() * 760);
37                snow.y = Math.random() * stage.stageHeight * 1;
38                snow.alpha = i * .025;
39                this.addChild(snow);
40                _snowFall.push(snow);
41            }
42            this.addEventListener(Event.ENTER_FRAME, update);
43        }
44
45        private function update(e:Event):void
```

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```
46     {
47         for each(var item:ISprite in _snowFall)
48             {
49                 item.update();
50             }
51     }
52 }
53 }
```

Snow.as

```
1 package com.vaden
2 {
3     import com.vaden.interfaces.ISprite;
4
5     public class Snow extends Ball implements ISprite
6     {
7         private var _speed:int;
8
9         public function Snow()
10        {
11            super();
12            _speed = int(Math.random() * 10) + 1;
13        }
14
15        public function update():void
16        {
17            this.y += _speed;
18            if (this.y > 550)
19            {
20                this.y = -60;
21            }
22        }
23    }
24 }
```