

## Components in Flash

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Flash components are movie clips with parameters that allow you to modify their appearance and behavior. A component can be a control (CheckBox), or can contain content (DataGrid).

Components allow you to quickly build applications with consistent behavior and appearance. Drag one into your document and customize the look and feel to suit your needs. Use ActionScript to modify a component's behavior. Each component has a set of methods, properties, and events.

To add a component:

- Select Window > Components

- Drag a component to the Stage and select it

- In the Property inspector, enter an instance name

- Click the Parameters tab and specify parameters

- Change the size of the component as desired

### Handling events from a component

```
// set up a listener for the component
aButton.addEventListener(MouseEvent.CLICK, clickHandler);
// do something when the component is clicked
function clickHandler(evt) {
    trace("I detected an event of type: " + event.type);
    trace("It occurred on: " + event.target.name);
}
```

### Populating a data grid (from the textbook)

```
// set up the data provider called myData
import fl.data.DataProvider;
var myData:DataProvider = new DataProvider();
// add data to the data provider
myData.addItem({team: "Dallas", wins:67 , losses:15 } )
myData.addItem({team: "Phoenix", wins:61 , losses:21 } )
// put the data into the grid named myDG
myDG.dataProvider = myData;
```