### Topics
- Drag and Drop
- Using if/else and nesting if/else blocks
- Dynamic Text Fields

### Drag and Drop
- Terminology
  - Draggable
  - Drop Target
- Must use movie clips.
- Instance names.

### Nesting code blocks
```javascript
if(car == "out of gas" || car == "broken" || pool == "closed") {
  // Can you spot the logic error?
  // If the car is out of gas OR the car is broken OR the
  // pool is closed, then no swimming lesson.
} else {
  if(rachel == "chicken") {
    // Went to swimming lessons, but Rachel
    // is chicken, so she is not swimming.
  } else {
    // Went to swimming lessons, Rachel is willing
    // to swim.
  }
}
```

### Dynamic text fields
- Text can be altered using actionScript
- Syntax
  `instanceNameOfTextField.text = "<new text>"
- Example
  `_root.feedbackText.text = "Wrong! Don't quit your day job."

### Getting Movie Clips to Move
- Use the startDrag() function
  ```javascript
  on (press) {
    this.startDrag();
  }
  ```

### Other important functions/properties
- `stopDrag();` // sets a movie clip "down".
- `._x;` // the x coordinate of an object
- `._y;` // the y coordinate of an object
- `eval(movieClipInstance._droptarget);` // returns the absolute dot syntax reference to a movie clip's drop target (from the top of the hierarchy) For example: `_root.semiDryBottle.*/
- `.text;` // the contents of a text field