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<?xml version="1.0"?>
<!-- bouncingBallUsingComponentsMain.mxml -->
<!-- (bouncing behaviour taken from [Peters, ActionScript 3.0 Animation])-->
<mx:Application xmlns:mx="http://www.adobe.com/2006/mxml"
    layout="absolute" creationComplete="init()" xmlns:ns1="*" fontSize="16"
    viewSourceURL="srcview/index.html">

<mx:Script>
<![CDATA[

    private function init():void {
        resetblueBall();
        addEventListener(Event.ENTER_FRAME, drawNextFrame);
    }

    private function resetblueBall():void {
        blueBall.setInitialConditions(application.width/2, blueBall.height+20, 0);
    }

    private function drawNextFrame(event:Event):void {
        //Reset x & bounce limit just in case user has resized
        blueBall.x = application.width / 2;
        blueBall.setBottomBounceLimit(application.height);
        //Advance motion one frame
        blueBall.advance();
    }
]]>
</mx:Script>

    <mx:Button x="10" y="55" label="Reset" click="resetblueBall();" />
    <mx:Text x="10" y="27" text="bouncingBallUsingComponentsMain.mxml"/>
    <ns1:ballComponent id="blueBall" x="348" y="192"/>

</mx:Application>

```