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<?xml version="1.0"?>
<!-- embeddedBouncingBall -->
<!-- (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 var vy:Number; //velocity in y
    private var bounceFactor:Number = 0.7;
    private var gravity:Number = .5; //acceleration in y

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

    private function resetblueBall():void {
        blueBall.x = application.width / 2;
        blueBall.y = blueBall.height+20;
        vy = 0;
    }

    private function drawNextFrame(event:Event):void {
        vy += gravity; //Calculate velocity
        blueBall.x = application.width / 2;
        blueBall.y += vy; //Calculate position
        var bottom:Number = application.height; //Just in case user has resized

        if(blueBall.y + blueBall.height > bottom) {
            blueBall.y = bottom - blueBall.height;
            vy *= -1*bounceFactor;
        }
    }
]]>
</mx:Script>
    <mx:Button x="10" y="55" label="Reset" click="resetblueBall();" />
    <mx:Image x="316" y="27" source="@Embed('../assets/blueball50x50.PNG') "
id="blueBall"/>
    <mx:Text x="10" y="27" text="embeddedBouncingBall"/>
</mx:Application>

```