

# Ducati Monster Play n Inspire Site Technical Specifications

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## **Overview of Class Hierarchy**

The Ducati Monster Play n Inspire site is conceptually modularized by classes and subclasses. This section lists the classes and their subclasses to provide a preliminary overview of the class structure. Base classes(or superclasses) are in bold and subclasses are indented below their corresponding superclasses.

### **Main**

#### **MainNavigation**

- MonsterPnlMainNav
- StrengthMainNav
- StyleMainNav
- GalleryMainNav

#### **SubNavigation**

- MonsterPnlSubNav
- StrengthSubNav
- StyleSubNav

#### **SubNavigationItem**

- MonsterPnl696SubNavItem
- MonsterPnl1100SubNavItem
- MonsterPnl1100SSubNavItem
- NakedEssenceSubNavItem
- TotalControlSubNavItem
- DesignSubNavItem
- VehicleSubNavItem
- EngineSubNavItem
- TechSpecsSubNavItem

### **BottomNavigation**

#### **GalleryNavigation**

- PhotoNav
- VideoNav
- WallpaperNav
- ScreensaverNav

### **Page**

- WelcomePage
- MonsterPnlPage
- StrengthPage
- StylePage
- GalleryPage

### **SubPage**

- MonsterPnl696SubPage
- MonsterPnl1100SubPage
- MonsterPnl1100SSubPage
- NakedEssenceSubPage
- TotalControlSubPage
- DesignSubPage
- VehicleSubPage
- EngineSubPage
- TechSpecsSubPage

### **MultimediaViewer**

- ImageViewer
  - PhotoViewer
  - WallpaperViewer
  - ScreensaverViewer
- VideoViewer

### **ColorMonster**

#### **MediaPlayer**

#### **LanguagePicker**

#### **LoadXML**

## **Class Definitions**

### **Main**

```
public static var currentLanguage:String;
public static var currentPage:String;
public var bottomNav:BottomNavigation;
private var welcomePage>WelcomePage;
/* load logo */

public function Main():Void {
    currentLanguage = "English";
    currentPage = "WelcomePage";
    welcomePage = new WelcomePage();
    bottomNav = new BottomNavigation();
    /* position bottom navigation */
}
```

*Purpose:* To initialize the common properties across the site such as the language, bottom navigation and load the welcome page.

### **MainNavigation**

```
private var itemNameBtn:MovieClip;
private var itemImage:MovieClip;
private var itemColorCircle:MovieClip;
private var page:Page;

public function MainNavigation():Void {
    itemNameBtn.onPress = function () {
        AnimateNameBtn();
        AnimateImage();
        LoadPage();
    }
}
```

*Purpose:* A container class for common elements across main navigation items.

### **MonsterPnlMainNav extends MainNavigation**

```
public function MonsterPnlMainNav():Void {
    itemNameBtn = MonsterPnlNavBtn_mc;
    itemImage = MonsterPnlNavImage_mc;
    itemColorCircle = MonsterPnlColorCircle_mc;
    super();
}

private function AnimateNameBtn():Void {
    /* animate itemNameBtn, itemColorCircle initialized in the constructor
```

```

        using tweenLite perhaps */ }

private function AnimateImage():Void {
    /* animate itemImage initialized in the constructor
       using tweenLite perhaps */
}

private function LoadPage():Void {
    page = new MonsterPnlPage();
}

```

*Purpose:* To initialize the monster Pnl navigation items, perform required button and image animations and to load the monster Pnl page.

### **StrengthMainNav extends MainNavigation**

```

public function StrengthMainNav():Void {
    itemNameBtn = StrengthNavBtn_mc;
    itemImage = StrengthNavImage_mc;
    itemColorCircle = StrengthColorCircle_mc;
    super();
}

private function AnimateNameBtn():Void {
    /* animate StrengthNavBtn initialized in the constructor
       using tweenLite perhaps */
}

private function AnimateImage():Void {
    /* animate StrengthNavImage initialized in the constructor
       using tweenLite perhaps */
}

private function LoadPage():Void {
    page = new StrengthPage();
}

```

*Purpose:* To initialize the strength navigation items, perform required button and image animations and to load the strength page when strength button is clicked.

### **StyleMainNav extends MainNavigation**

```

public function StyleMainNav():Void {
    itemNameBtn = StyleNavBtn_mc;
    itemImage = StyleNavImage_mc;
    itemColorCircle = StyleColorCircle_mc;
    super();
}

```

```

private function AnimateNameBtn():Void {
    /* animate StyleNavBtn initialized in the constructor
       using tweenLite perhaps */
}
private function AnimateImage():Void {
    /* animate StyleNavImage initialized in the constructor
       using tweenLite perhaps */
}

private function LoadPage():Void {
    page = new stylePage();
}

```

*Purpose:* To initialize the style navigation items, perform required button and image animations and to load the style page when style button is clicked.

### **GalleryMainNav extends MainNavigation**

```

public function GalleryMainNav():Void {
    itemNameBtn = GalleryNavBtn_mc;
    itemImage = GalleryNavImage_mc;
    itemColorCircle = GalleryColorCircle_mc;
    super();
}

private function AnimateNameBtn():Void {
    /* animate GalleryNavBtn initialized in the constructor
       using tweenLite perhaps */
}
private function AnimateImage():Void {
    /* animate GalleryNavImage initialized in the constructor
       using tweenLite perhaps */
}

private function LoadPage():Void {
    page = new GalleryPage();
}

```

*Purpose:* To initialize the gallery navigation items, perform required button and image animations and to load the gallery page when gallery button is clicked.

### **SubNavigation**

```

private var subNavItems:Array;
private var itemCircle:MovieClip;

```

```

public function SubNavigation():Void {
    /* position sub nav background circle in the top right corner */
    itemCircle._x = ;
    itemCircle._y = ;
}

```

*Purpose:* A container class for common elements across sub navigation items.

### **MonsterPnlSubNav** extends **SubNavigation**

```

public function MonsterPnlSubNav():Void {
    subNavItems = [new MonsterPnl696SubNavItem(),
                  new MonsterPnl1100SubNavItem(),
                  new MonsterPnl1100SSubNavItem()];
}

```

*Purpose:* Initializes the sub navigation menu items for the Monster Pnl page.

### **StrengthSubNav** extends **SubNavigation**

```

public function StrengthSubNav():Void {
    subNavItems = [new NakedEssenceSubNavItem(),
                  new TotalControlSubNavItem()];
}

```

*Purpose:* Initializes the sub navigation menu items for the Strength page.

### **StyleSubNav** extends **SubNavigation**

```

public function StyleSubNav():Void {
    subNavItems = [new DesignSubNavItem
                  new VehicleSubNavItem(),
                  new EngineSubNavItem(),
                  new TechSpecsSubNavItem()];
}

```

*Purpose:* Initializes the sub navigation menu items for the Style page.

### **SubNavigationItem**

```

private var subNavItemBtn:MovieClip;
private var subPage:SubPage;

public function SubNavigationItem():Void {
    subNavItemBtn.onPress = function () {
        ChangeBtnState();
        LoadSubPage();
    }
}

```

*Purpose:* A container class for common elements across sub navigation items.

**MonsterPnl696SubNavItem extends SubNavItem**

```
public function MonsterPnl696SubNavItem():Void {
    subNavItemBtn = MonsterPnl696SubNavItemBtn_mc;
    super();
}

private function ChangeBtnState():Void {
    /* change to button pressed state */
}

private function LoadSubPage():Void {
    page = new MonsterPnl696SubPage( );
}
```

*Purpose:* To initialize the button, set button pressed state and to load corresponding sub page.

**MonsterPnl1100SubNavItem extends SubNavItem**

```
public function MonsterPnl1100SubNavItem():Void {
    subNavItemBtn = MonsterPnl1100SubNavItemBtn_mc;
    super();
}

private function ChangeBtnState():Void {
    /* change to button pressed state */
}

private function LoadSubPage():Void {
    page = new MonsterPnl1100SubPage( );
}
```

*Purpose:* To initialize the button, set button pressed state and to load corresponding sub page.

**MonsterPnl1100SSubNavItem extends SubNavItem**

```
public function MonsterPnl1100SSubNavItem():Void {
    subNavItemBtn = MonsterPnl1100SSubNavItemBtn_mc;
    super();
}

private function ChangeBtnState():Void {
    /* change to button pressed state */
}
```

```
private function LoadSubPage():Void {
    page = new MonsterPnl1100SSubPage();
}
```

*Purpose:* To initialize the button, set button pressed state and to load corresponding sub page.

**NakedEssenceSubNavItem** *extends* **SubNavigationItem**

```
public function NakedEssenceSubNavItem():Void {
    subNavItemBtn = NakedEssenceSubNavItemBtn_mc;
    super();
}
```

```
private function ChangeBtnState():Void {
    /* change to button pressed state */
}
```

```
private function LoadSubPage():Void {
    page = new NakedEssenceSubPage();
}
```

*Purpose:* To initialize the button, set button pressed state and to load corresponding sub page.

**TotalControlSubNavItem** *extends* **SubNavigationItem**

```
public function TotalControlSubNavItem():Void {
    subNavItemBtn = TotalControlSubNavItemBtn_mc;
    super();
}
```

```
private function ChangeBtnState():Void {
    /* change to button pressed state */
}
```

```
private function LoadSubPage():Void {
    page = new TotalControlSubPage();
}
```

*Purpose:* To initialize the button, set button pressed state and to load corresponding sub page.

**DesignSubNavItem** *extends* **SubNavigationItem**

```
public function DesignSubNavItem():Void {
    subNavItemBtn = DesignSubNavItemBtn_mc;
}
```



```

        super();
    }

    private function ChangeBtnState():Void {
        /* change to button pressed state */
    }

    private function LoadSubPage():Void {
        page = new DesignSubPage();
    }

```

*Purpose:* To initialize the button, set button pressed state and to load corresponding sub page.

**VehicleSubNavItem** *extends* **SubNavigationItem**

```

    public function VehicleSubNavItem():Void {
        subNavItemBtn = VehicleSubNavItemBtn_mc;
        super();
    }

    private function ChangeBtnState():Void {
        /* change to button pressed state */
    }

    private function LoadSubPage():Void {
        page = new VehicleSubPage();
    }

```

*Purpose:* To initialize the button, set button pressed state and to load corresponding sub page.

**EngineSubNavItem** *extends* **SubNavigationItem**

```

    public function EngineSubNavItem():Void {
        subNavItemBtn = EngineSubNavItemBtn_mc;
        super();
    }

    private function ChangeBtnState():Void {
        /* change to button pressed state */
    }

    private function LoadSubPage():Void {
        page = new EngineSubPage();
    }

```

*Purpose:* To initialize the button, set button pressed state and to load corresponding sub page.

### **TechSpecsSubNavItem** extends **SubNavigationItem**

```
public function TechSpecsSubNavItem():Void {
    subNavItemBtn = TechSpecsSubNavItemBtn_mc;
    super();
}
private function ChangeBtnState():Void {
    /* change to button pressed state */
}
private function LoadSubPage():Void {
    page = new EngineSubPage();
}
```

*Purpose:* To initialize the button, set button pressed state and to load corresponding sub page.

### **BottomNavigation**

```
private languagepicker:LanguagePicker;
private playTunes: MusicPlayer;

public BottomNavigation():Void {
    /* set dealers URL */
    /* set ducati URL */

    languagepicker = new LanguagePicker();
    /* position lanuage picker */
    playTunes = new MusicPlayer();
    /* position music player */
}
```

*Purpose:* To initialize the bottom navigation system.

### **GalleryNavigation**

```
private var galleryThumbnailBtn:MovieClip;
private var galleryTextBtn:MovieClip;
private var galleryExitViewerBtn:MovieClip;
private var galleryViewer:MultimediaViewer;

public function GalleryNavigation():Void {
    galleryThumbnailBtn.onPress = function () {
        ExitViewer();
        LoadViewer();
    }
}
```

*Purpose:* A container class that houses the common elements in all types of gallery navigation items.

### **PhotoNav extends GalleryNavigation**

```
public function GalleryNav():Void {
    galleryThumbnailBtn = PhotoNavThumbnailBtn_mc;
    galleryTextBtn = PhotoNavTextBtn_mc;
    galleryExitViewerBtn = ExitViewerBtn_mc;
    super();
}
private function LoadViewer():Void {
    galleryViewer = new PhotoViewer();
}
```

*Purpose:* To initialize the navigation system within the photo gallery page and load the photo viewer.

### **VideoNav extends GalleryNavigation**

```
public function VideoNav():Void {
    galleryThumbnailBtn = VideoNavThumbnailBtn_mc;
    galleryTextBtn = VideoNavTextBtn_mc;
    galleryExitViewerBtn = ExitViewerBtn_mc;
    super();
}
private function LoadViewer():Void {
    galleryViewer = new VideoViewer();
}
```

*Purpose:* To initialize the navigation system within the video gallery page and load the video viewer.

### **WallpaperNav extends GalleryNavigation**

```
public function WallpaperNav():Void {
    galleryThumbnailBtn = WallpaperNavThumbnailBtn_mc;
    galleryTextBtn = WallpaperNavTextBtn_mc;
    galleryExitViewerBtn = ExitViewerBtn_mc;
    super();
}
private function LoadViewer():Void {
    galleryViewer = new WallpaperViewer();
}
```

*Purpose:* To initialize the navigation system within the Wallpaper gallery page and load the Wallpaper viewer.

### **ScreensaverNav extends GalleryNavigation**

```
public function ScreensaverNav():Void {
    galleryThumbnailBtn = ScreensaverNavThumbnailBtn_mc;
    galleryTextBtn = ScreensaverNavTextBtn_mc;
    galleryExitViewerBtn = ExitViewerBtn_mc;
    super();
}
private function LoadViewer():Void {
    galleryViewer = new ScreensaverViewer();
}
```

*Purpose:* To initialize the navigation system within the Screensaver gallery page and load the Screensaver viewer.

### **Page**

```
private var mainNavItems:Array;
private var subNavItems:Array;
private var pagecontent:LoadXML;

public var Page():Void {
    LoadMainNav(mainNavItems:Array);
    LoadSubNav(subNavItems:Array);
}
```

*Purpose:* A container class for elements that are common across first level pages.

### **WelcomePage extends Page**

```
private var pagecontent:TextField;

public function WelcomePage():Void {
    mainNavItems = [new MonsterPnlMainNav(),
                    new StrengthMainNav(),
                    new StyleMainNav(),
                    new GalleryMainNav()];
    subNavItems = null;
    super();
}

private function LoadMainNav(mainNavItems):Void {
    /* load main nav items, position them using tween lite */
}

private function LoadSubNav(subNavItems):Void {
    /* no sub nav in welcome page, so fake loading the welcome subpage */
    pagecontent = LoadXML(Main.currentLanguage,
                           "WelcomePage");
}
```

```
}
```

*Purpose:* To load and position the main navigation and content of the welcome page.

### **MonsterPnlPage extends Page**

```
public function MonsterPnlPage():Void {
    mainNavItems = [new StrengthMainNav(),
                    new StyleMainNav(),
                    new GalleryMainNav()];
    subNavItems = [new MonsterPnl696SubNavItem(),
                  new MonsterPnl1100SubNavItem(),
                  new MonsterPnl1100SSubNavItem()];
    super();
}

private function LoadMainNav( mainNavItems):Void {
    for(var i=0; i < mainNavItems.length; i++) {
        /* load main nav items, position them using tween lite */
    }
}

private function LoadSubNav(subNavItems):Void {
    for(var i=0; i < subNavItems.length; i++) {
        /* there is no sub nav in welcome page, so do nothing */
    }
}
```

*Purpose:* To load and position the main navigation and sub navigation of the monster Pnl page.

### **StrengthPage extends Page**

```
public function StrengthPage():Void {
    mainNavItems = [new MonsterPnlMainNav(),
                    new StyleMainNav(),
                    new GalleryMainNav()];
    subNavItems = [new NakedEssenceSubNavItem(),
                  new TotalControlSubNavItem()];
    super();
}

private function LoadMainNav( mainNavItems):Void {
    for(var i=0; i < mainNavItems.length; i++) {
        /* load main nav items, position them using tween lite */
    }
}

private function LoadSubNav(subNavItems):Void {
```

```

        for(var i=0; i < subNavItems.length; i++) {
            /* there is no sub nav in welcome page, so do nothing */
        }
    }
}

```

*Purpose:* To load and position the main navigation and sub navigation of the strength page.

### **StylePage extends Page**

```

public function StylePage():Void {
    mainNavItems = [new MonsterPnlMainNav(),
                    new StrengthMainNav(),
                    new GalleryMainNav()];
    subNavItems = [new DesignSubNavItem(),
                   new VehicleSubNavItem(),
                   new EngineSubNavItem(),
                   new TechSpecsSubNavItem()];

    super();
}

private function LoadMainNav( mainNavItems):Void {
    for(var i=0; i < mainNavItems.length; i++) {
        /* load main nav items, position them using tween lite */
    }
}

private function LoadSubNav(subNavItems):Void {
    for(var i=0; i < subNavItems.length; i++) {
        /* there is no sub nav in welcome page, so do nothing */
    }
}
}

```

*Purpose:* To load and position the main navigation and sub navigation of the style page.

### **GalleryPage extends Page**

```

private var photogallerynavitem:PhotoNav;
private var videogallerynavitem:VideoNav;
private var wallpapergallerynavitem:WallpaperNav;
private var screensavergallerynavitem:ScreensaverNav;

public function GalleryPage():Void {
    mainNavItems = [new MonsterPnlMainNav(),
                    new StrengthMainNav(),
                    new StyleMainNav()];
    subNavItems = null;
}

```

```

        super();
        LoadGalleryNavigation();
    }
    private function LoadMainNav( mainNavItems):Void {
        for(var i=0; i < mainNavItems.length; i++) {
            /* load main nav items, position them using tween lite */
        }
    }
    private function LoadSubNav(subNavItems):Void {
        for(var i=0; i < subNavItems.length; i++) {
            /* there is no sub nav in welcome page, so do nothing */
        }
    }
    private function LoadGalleryNavigation():Void {
        photogallerynavitem = new PhotoNav();
        videogallerynavitem = new VideoNav();
        wallpapergallerynavitem = new WallpaperNav();
        screensavergallerynavitem = new ScreensaverNav();

        /* position the nav items */
    }
}

```

*Purpose:* To load and position the main navigation of the gallery page.

### **SubPage**

```

private var subpagetextcontent:TextField;

public function SubPage():Void {
    LoadSubPageTextContent();
}

```

*Purpose:* A container class for all common elements in Sub Pages.

### **MonsterPnl696SubPage extends SubPage**

```

public function MonsterPnl696SubPage():Void {
    Main.currentPage = " MonsterPnl696SubPage";
    super();
}
private function LoadSubPageTextContent():Void {
    subpagetextcontent = LoadXML(Main.currentLanguage,
                                "MonsterPnl696SubPage");

    /* position text content */
}
private function LoadSubPageOtherContent():Void {
    var color696:ColorPicker = new ColorPicker();
}

```

```

        /* position color picker */
    }
    private function LoadNetworkingLinks():Void {
        /* load links to facebook, twitter etc */
    }

```

*Purpose:* To load and position the corresponding sub page content.

### **MonsterPnl1100SubPage extends SubPage**

```

public function MonsterPnl1100SubPage():Void {
    Main.currentPage = "MonsterPnl1100SubPage";
    super();
}
private function LoadSubPageTextContent():Void {
    subpagetextcontent = LoadXML(Main.currentLanguage,
                                   "MonsterPnl1100SubPage");

    /* position text content */
}
private function LoadSubPageOtherContent():Void {
    var color1100:ColorPicker = new ColorPicker();
    /* position color picker */
}
private function LoadNetworkingLinks():Void {
    /* load links to facebook, twitter etc */
}

```

*Purpose:* To load and position the corresponding sub page content.

### **MonsterPnl1100SSubPage extends SubPage**

```

public function MonsterPnl1100SSubPage():Void {
    Main.currentPage = "MonsterPnl1100SSubPage";
    super();
}
private function LoadSubPageTextContent():Void {
    subpagetextcontent = LoadXML(Main.currentLanguage,
                                   "MonsterPnl1100SSubPage");

    /* position text content */
}
private function LoadSubPageOtherContent():Void {
    var color1100S:ColorPicker = new ColorPicker();
    /* position color picker */
}
private function LoadNetworkingLinks():Void {
    /* load links to facebook, twitter etc */
}

```



*Purpose:* To load and position the corresponding sub page content.

**NakedEssenceSubPage** *extends SubPage*

```
public function NakedEssenceSubPage():Void {
    Main.currentPage = "NakedEssenceSubPage";
    super();
}
private function LoadSubPageTextContent():Void {
    subpagetextcontent = LoadXML(Main.currentLanguage,
                                "NakedEssenceSubPage");

    /* position text content */
}
private function LoadSubPageOtherContent():Void {
    var slideshow = new PhotoViewer();
    /* position slideshow */
}
```

*Purpose:* To load and position the corresponding sub page content.

**TotalControlSubPage** *extends SubPage*

```
public function TotalControlSubPage():Void {
    Main.currentPage = "TotalControlSubPage";
    super();
}
private function LoadSubPageTextContent():Void {
    subpagetextcontent = LoadXML(Main.currentLanguage,
                                "TotalControlSubPage");

    /* position text content */
}
private function LoadSubPageOtherContent():Void {
    var slideshow = new PhotoViewer();
    /* position slideshow */
}
```

*Purpose:* To load and position the corresponding sub page content.

**DesignSubPage** *extends SubPage*

```
public function DesignSubPage():Void {
    Main.currentPage = "DesignSubPage";
    super();
}
private function LoadSubPageTextContent():Void {
    subpagetextcontent = LoadXML(Main.currentLanguage,
                                "DesignSubPage");
}
```

```

        /* position text content */
    }
    private function LoadSubPageOtherContent():Void {
        var slideshow = new PhotoViewer();
        /* position slideshow */
    }

```

*Purpose:* To load and position the corresponding sub page content.

### **VehicleSubPage extends SubPage**

```

public function VehicleSubPage():Void {
    Main.currentPage = "VehicleSubPage";
    super();
}
private function LoadSubPageTextContent():Void {
    subpagetextcontent = LoadXML(Main.currentLanguage,
                                "VehicleSubPage");

    /* position text content */
}
private function LoadSubPageOtherContent():Void {
    var slideshow = new PhotoViewer();
    /* position slideshow */
}

```

*Purpose:* To load and position the corresponding sub page content.

### **EngineSubPage extends SubPage**

```

public function EngineSubPage():Void {
    Main.currentPage = "EngineSubPage";
    super();
}
private function LoadSubPageTextContent():Void {
    subpagetextcontent = LoadXML(Main.currentLanguage,
                                "EngineSubPage");

    /* position text content */
}
private function LoadSubPageOtherContent():Void {
    var slideshow = new PhotoViewer();
    /* position slideshow */
}

```

*Purpose:* To load and position the corresponding sub page content.

### **TechSpecsSubPage extends SubPage**

```

public function TechSpecsSubPage():Void {

```

```

        Main.currentPage = "TechSpecsSubPage";
        super();
    }
    private function LoadSubPageTextContent():Void {
        subpagetextcontent = LoadXML(Main.currentLanguage,
                                     "TechSpecsSubPage");

        /* position text content */
    }

```

*Purpose:* To load and position the corresponding sub page content.

### **MultimediaViewer**

```

private var nextBtn:MovieClip;
private var backBtn:MovieClip;
private var playBtn:MovieClip;
private var stopBtn:MovieClip;
private var items:Array;

public var function MultimediaViewer():Void {
    nextBtn.onPress = function() {
        LoadNextItem();
    }
    backBtn.onPress = function() {
        LoadPrevItem();
    }
    playBtn.onPress = function() {
        playSlideshow();
    }
    stopBtn.onPress = function() {
        stopSlideshow();
    }
}

```

*Purpose:* A container for viewing various types of media and to provide user controls.

### **ImageViewer extends MultimediaViewer**

```

private var imagesize:Number;
private var downloadLink:TextField;

public var function ImageViewer():Void {
    super();
}

```

*Purpose:* A container for viewing photos.

## ColorMonster

```
private var bikeImage:MovieClip;

public function ColorMonster():Void {
    bikeImage = biketocolor_mc;
}
blueBtn_mc.onPress = function() {
    /* color bike blue */
}
```

*Purpose:* Provides coloring bike functionality for Monster Pnl pages.

## MusicPlayer

```
private var music:Sound;
private var playstopBtn:MovieClip;

public function MusicPlayer():Void {
    music = LoadSound();
    playstopBtn = playstopBtn_mc;
    playstopBtn.onPress = function() {
        playstopSound("play");
    }
}
private function playstopSound(dowhat:String):Void {
    /* play or stop music */
}
```

*Purpose:* Plays or Stops music and is part of the bottom navigation.

## LanguagePicker

```
private var italianBtn:MovieClip;
private var japaneseBtn:MovieClip;
private var frenchBtn:MovieClip;

public function LanguagePicker():Void {
    italianBtn = italianBtn_mc;
    japaneseBtn = japaneseBtn_mc;
    frenchBtn = frenchBtn_mc;
    italianBtn.onPress = function () {
        Main.currentLanguage = "Italian";
        displayCurrentPage("Italian");}
    japaneseBtn.onPress = function () {
        Main.currentLanguage = "Japanese";
        displayCurrentPage("Japanese");}
    frenchBtn.onPress = function () {
```

```
        Main.currentLanguage = "French";
        displayCurrentPage("French"); }
    }
```

*Purpose:* The language picker sets up appropriate buttons for various supported languages and sets the current language.

### **LoadXML**

```
public function LoadXML(language:String, page:String):TextField {
    /* return sub page content in requested language */
}
```

*Purpose:* Loads the sub page content in requested language and returns a text field.

## **Inter-Class Communications**

### *Scenario 1: Loading Main Page*

Main class loads instances of the WelcomePage and BottomNavigation objects in addition to setting the current default language of the site. The currentLanguage property of Main class is declared as a *static* variable in order to provide access across objects. Once WelcomePage is loaded, it will load and position instances of main navigation items: MonsterPnlMainNav, StrengthMainNav, StyleMainNav and GalleryMainNav. WelcomePage also loads and positions the welcome page text content. BottomNavigation object loads the URLs, MusicPlayer and the LanguagePicker objects. When the user presses a language button, the Main class's currentLanguage property gets set and the current page is loaded in currentLanguage.