on exitFrame
    if myDate = 25 then
        repeat with i = 1 to 10
            set the visible of sprite i = 1
            updateStage
        end repeat
    end if
end

repeat while (the stillDown = TRUE)
    set the locV of sprite 1 = the locV of sprite 1 + 5
end repeat

repeat with i = 100 down to 1
    set myList = [12, 17, 52, 43]
    repeat with i in myList
        repeat with x = 1 to count(myList)
            on exitFrame
                if the movieTime of sprite 1 < 1500 then
                    go to the frame
                else
                    set the movieRate of sprite 1 = 0
                end if
            end
            on keyDown
                case (the key) of
                    RETURN: go next marker
                    BACKSPACE: go previous marker
                    otherwise: pass
                end case
            end
            on mouseDown
                calculateScore
            end
        end repeat
    end
end

on mouseUp
    pass
    alert “You will never see this alert”
end

put member(“Quit Button”).number
if member(“Question”).word(1) = “how” then
    alert “ask a yes/no question”
end if

put “Important text” into field 4

on calcVolume iwidth, ilength, iheight
    global gNewVolume
    set gNewVolume = iwidth * ilength * iheight
end

on mouseDown
    global gNewVolume
    calcVolume (3, 4, 5)
    put gNewVolume into field 4
end

on startMovie
    global gscore
    set gscore = 0
end

on hitTarget
    set gscore = gscore + 1
end