```
//ActionScript 3.0
//  package coeur_fla
//    class MainTimeline
package coeur_fla
{
   import flash.accessibility.*;
   import flash.display.*;
   import flash.errors.*;
   import flash.events.*;
   import flash.filters.*;
   import flash.geom.*;
   import flash.media.*;
   import flash.net.*;
   import flash.system.*;
   import flash.text.*;
   import flash.ui.*;
   import flash.utils.*;

   public dynamic class MainTimeline extends flash.display.MovieClip
   {
      public function MainTimeline()
      {
         var loc2:*=null;
         this.horloge = new Horloge();
         this.chiffrecadrannbr = new TextField();
         this.monTexte = new TextField();
         this.mccadran = new Chiffre();
         this.dmcobjet = new TextFormat();
         this.champTexte = StaticText(getChildAt(0));
         this.angle = (-this.pi) / 2 + this.pi / 6;
         this.rayoncadran = stage.stageHeight / 2;
         super();
         addFrameScript(0, this.frame1);
         stage.addChild(this.horloge);
         stage.setChildIndex(this.horloge, 1);
         this.horloge.x = stage.stageHeight / 2;
         this.horloge.y = stage.stageHeight / 2;
         var loc3:*;
         this.horloge.height = loc3 = stage.stageHeight;
         this.horloge.width = loc3;
         this.dmcobjet = this.mccadran.chiffre.getTextFormat();
         var loc1:*=1;
         while (loc1 < 13)
         {
            loc2 = new TextField();
            loc2.defaultTextFormat = this.dmcobjet;
            loc2.height = this.mccadran.chiffre.height;
            loc2.width = this.mccadran.chiffre.width;
            xc = 0.9 * this.rayoncadran * Math.cos(this.angle) + this.rayoncadran - loc2.width / 2;
            yc = 0.9 * this.rayoncadran * Math.sin(this.angle) + this.rayoncadran - loc2.height / 2;
            this.angle = this.angle + 2 * this.pi / 12;
            loc2.text = loc1;
            loc2.x = xc;
            loc2.y = yc;
            stage.addChild(loc2);
            ++loc1;
         }
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   return;
}

public function ecoute(arg1:flash.events.Event):void
{
   this.date = new Date();
   this.horloge.heure.rotation = this.date.getHours() * 30 + this.date.getMinutes() / 2;
   this.horloge.minute.rotation = this.date.getMinutes() * 6 + this.date.getSeconds() / 10;
   this.horloge.seconde.rotation = this.date.getSeconds() * 6;
   return;
}

public function infini(arg1:flash.events.Event):void
{
   var loc1:*=null;
   var loc2:*=0;
   var loc3:*=this.listedecoeurs;
   var loc4:*=0;
   var loc5:*=loc3;
   for each (loc1 in loc5)
   {
      loc1.y = loc1.y + loc1.vitesseY;
      loc1.x = loc1.x + loc1.vitesseX;
      if (!(loc1.y > stage.stageHeight + loc1.width / 2))
      {
         continue;
      }
      loc1.x = Math.random() * stage.stageWidth;
      loc1.y = (-loc1.width) / 2;
   }
   return;
}

function frame1():*
{
   var loc1:*=undefined;
   stage.scaleMode = flash.display.StageScaleMode.EXACT_FIT;
   stage.align = flash.display.StageAlign.TOP_LEFT;
   this.listedecoeurs = new Array();
   this.i = 0;
   while (this.i < 50)
   {
      choix = Math.round(Math.random() * 3);
      if (choix == 0)
      {
         this.coeur = new Coeur();
      }
      if (choix == 1)
      {
         this.coeur = new Coeur1();
      }
      if (choix == 2)
      {
         this.coeur = new Coeur2();
      }
      if (choix == 3)
      {
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```
            this.coeur = new Coeur3();
        }
        this.coeur.x = Math.random() * stage.stageWidth;
        this.coeur.y = Math.random() * stage.stageHeight;
        var loc2:*;
        loc1 = loc2 = 0.2 + 0.5 * Math.random();
        this.coeur.scaleY = loc2;
        this.coeur.scaleX = loc1;
        this.coeur.alpha = Math.random() + 0.2;
        this.coeur.vitesseY = 1 + 3 * Math.random();
        this.coeur.vitesseX = 2 * Math.random() - 2 * Math.random();
        this.listedecoeurs.push(this.coeur);
        var loc3:*=((loc2 = this).i + 1);
        loc2.i = loc3;
    }
    loc1 = 0;
    loc2 = this.listedecoeurs;
    loc2 = 0;
    loc3 = loc2;
    for each (this.coeur in loc3)
    {
        addChild(this.coeur);
        setChildIndex(this.coeur, 0);
    }
    addEventListener(flash.events.Event.ENTER_FRAME, this.infini);
    stage.addEventListener(Event.ENTER_FRAME, this.ecoute);
    return;
}

public var coeur:flash.display.MovieClip;

public var listedecoeurs:Array;

public var i:int;

public var couleurtrans:flash.geom.ColorTransform;

public var heure:Heure;

public var horloge:*;

public var date:Date;

public var chiffrecadrannbr:flash.text.TextField;

var monTexte:flash.text.TextField;

public var mccadran:flash.display.MovieClip;

public var dmcobjet:flash.text.TextFormat;

public var champTexte:flash.text.StaticText;

public var chiffre:flash.text.TextField;

public var pi:Number=3.14159265359;
```

```
        public var angle:Number;

        public var rayoncadran:uint;
    }
}


// class Chiffre
package
{
    import flash.display.*;
    import flash.text.*;

    public dynamic class Chiffre extends flash.display.MovieClip
    {
        public function Chiffre()
        {
            super();
            return;
        }

        public var chiffre:flash.text.TextField;
    }
}


// class Coeur
package
{
    import flash.display.*;

    public dynamic class Coeur extends flash.display.MovieClip
    {
        public function Coeur()
        {
            super();
            return;
        }
    }
}


// class Coeur1
package
{
    import flash.display.*;

    public dynamic class Coeur1 extends flash.display.MovieClip
    {
        public function Coeur1()
        {
            super();
            return;
        }
    }
}
```

```
// class Coeur2
package
{
   import flash.display.*;

   public dynamic class Coeur2 extends flash.display.MovieClip
   {
      public function Coeur2()
      {
         super();
         return;
      }
   }
}


// class Coeur3
package
{
   import flash.display.*;

   public dynamic class Coeur3 extends flash.display.MovieClip
   {
      public function Coeur3()
      {
         super();
         return;
      }
   }
}


// class Heure
package
{
   import flash.display.*;

   public dynamic class Heure extends flash.display.MovieClip
   {
      public function Heure()
      {
         super();
         return;
      }
   }
}


// class Horloge
package
{
   import flash.display.*;

   public dynamic class Horloge extends flash.display.MovieClip
   {
      public function Horloge()
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```
        {
            super();
            return;
        }

        public var seconde:Seconde;

        public var minute:Minute;

        public var heure:Heure;
    }
}


// class Minute
package
{
    import flash.display.*;

    public dynamic class Minute extends flash.display.MovieClip
    {
        public function Minute()
        {
            super();
            return;
        }
    }
}


// class Seconde
package
{
    import flash.display.*;

    public dynamic class Seconde extends flash.display.MovieClip
    {
        public function Seconde()
        {
            super();
            return;
        }
    }
}


// class nounours
package
{
    import flash.display.*;

    public dynamic class nounours extends flash.display.MovieClip
    {
        public function nounours()
        {
            super();
            return;
```

```
        }
    }
}
```