

Controlling the timeline

```
stop()
play()
gotoAndPlay([frame])
gotoAndStop([frame])
```

Adding an Event

```
[object].addEventListener([event], [function]);
```

Defining a function

```
function [name]([param1], [param2]) {
    [line 1]
    [line 2]
}
```

Example

```
blob.addEventListener("click", startPlaying);
function startPlaying(e) {
    play();
}
```