EXHIBIT 4

ActionScript

From Wikipedia, the free encyclopedia
 (Redirected from Actionscript)

ActionScript is an object-oriented language originally developed by Macromedia Inc. (now owned by Adobe Systems). It is a dialect of ECMAScript (meaning it has the same syntax and semantics of the more widely known JavaScript), and is used primarily for the development of websites and software targeting the Adobe Flash Player platform, used on Web pages in the form of embedded SWF files. The language itself is open-source in that its specification is offered free of charge

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ActionScript

Paradigm	Multi-paradigm: prototype-based, functional, imperative, scripting
Appeared in	1998
Designed by	Gary Grossman
Developer	Macromedia (now Adobe Systems) - Also supported in Srawl products
Stable release	3.0 (June 27, 2006)
Typing discipline	strong, static
Major implementations	Adobe Flash, Adobe Flex
Influenced by	JavaScript, Java
OS	Cross-platform

ActionScript

Filename extension	`.as`
Internet media type	`application/ecmascript` [1]

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(http://livedocs.adobe.com/specs/actionscript/3/wwhelp/wwhimpl/js/html/wwhelp.htm) and both an open source compiler (as part of Adobe Flex) and open source virtual machine (Mozilla Tamarin) are available.

ActionScript was initially designed for controlling simple 2D vector animations made in Adobe Flash (formerly Macromedia Flash). Initially focused on animation, early versions of Flash content offered few interactivity features and thus had very limited scripting capability. Later versions added functionality allowing for the creation of Web-based games and rich Internet applications with streaming media (such as video and audio). Today, ActionScript is suitable for use in some database applications, and in basic robotics, as with the Make Controller Kit.