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**Barbara Kaskosz\*** ([bkaskosz@math.uri.edu](mailto:bkaskosz@math.uri.edu)), Department of Mathematics, University of Rhode Island, Kingston, RI 02881. *Flash as a Tool for Creating Calculus and Analysis Mathlets.*

With the release of Flash MX 2004, which comes with a fully object-oriented programming language ActionScript 2.0, developers of web-based teaching materials gained a new and powerful tool. Flash mathlets are easy to author due to a user-friendly authoring environment and easy to deliver to the audience due to small file sizes of compiled applets as well as the ubiquity, consistent cross-platform performance and light-weight of the Flash Player. Presently, the full potential of Flash as a pedagogical tool is just being discovered. In my talk I will show Flash mathlets for calculus and analysis which offer advanced functionality: parsing a user's mathematical input, drawing and manipulating graphs of planar curves, 3D rendering of graphs and parametric surfaces, and more. Some such mathlets can be found at: <http://www.math.uri.edu/~bkaskosz/flashmo/>. I will also discuss ActionScript code required to create such mathlets. This talk is related to the talk by Doug Ensley focused on Flash-based mathlets for discrete rather than continuous problems. Both talks are related to our NSF DUE CCLI proposal, "Tools and Training for Developers of Mathematics and Science Teaching Materials in Flash", (pending at the time of submission of the abstract). (Received August 31, 2005)