1035-P1-1769   **Barbara H Margolius*** (`b.margolius@csuohio.edu`), Mathematics Dept, RT15th floor, Cleveland State University, Cleveland, OH 44115. *Applying the Lessons of Flash at the Beach (MAA PREP 2007 Workshop) to developing mathlets for Calculus.*

In this talk, I will provide examples of mathlets for calculus II. Several of these interactive internet teaching tools rely on code provided or technques learned during an MAA PREP 2007 Workshop, Flash at the Beach, taught by Doug Ensley and Barbara Kaskosz. Actionscript 3.0 is an object oriented language that can be used to develop Flash code. Flash is the language in which many internet animations are written. Ensley and Kaskosz have provided classes that allow a programmer with relatively little programming background to develop graphing and other mathematics based applications.

I will demonstrate a few of these examples, talk briefly about how they were coded, and also provide an example of a mathlet which uses 3-dimensional objects created in Maple in a Flash animation. Maple 3-dimensional figures can be imported into a program called Swift3D and ported from there to Flash. (Received September 20, 2007)