Notice the tools are familiar from Adobe products, but a bit different. Flash is a Vector-based program that seamlessly transitions to a raster-based world!

Create polygon with the circle or square tools. Notice a single-click with the black arrow Select tool grabs just the fill. Double-click grabs the fill and the line.

Single-click (and drag) with the black arrow tool on the edge of a shape and it fluidly moves the vector-based lines of the shape.

Single-click with the white arrow Direct Select tool on the edge of a shape and it moves the vector-based bezier points of the shape.

Draw a polygon with the PolyStar tool (behind the square polygon tool). Look at the PROPERTIES palette. Notice the OPTIONS button. This enables you to change the number of sides in your polygon or change the poly to a star.