Review Questions - FL Chapter 1: Getting Started with Flash

TRUE/FALSE

1. You cannot resize the Stage but you can change the background color applied to it.
   Page: Flash 1-4

2. You can drag objects from the Library panel to the stage.
   Page: Flash 1-4

3. Objects developed by another program cannot be imported directly to the Stage.
   Page: Flash 1-4

4. The gray area surrounding the Stage is the Pasteboard.
   Page: Flash 1-4

5. You cannot place objects on the Pasteboard while you are creating a movie.
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6. Frames in a Flash movie are similar to frames in a motion picture.
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7. You cannot draw and edit objects on one layer without affecting objects on other layers.
   Page: Flash 1-5

8. The reason that Adobe Flash has become so popular is that the program is optimized for the Web.
   Page: Flash 1-2

9. The Adobe Flash Player can be downloaded from the Adobe website for a small fee.
   Page: Flash 1-12

10. Files in .swf format can be edited in the Flash program.
    Page: Flash 1-12

11. An important feature of multimedia players is that they can decompress a file that has been compressed to give it a small file size that can be more quickly delivered over the Internet.
    Page: Flash 1-14

12. You can turn on the Loop Playback setting to allow the movie to continue playing repeatedly.
    Page: Flash 1-13

13. When you preview a movie, some interactive functions, such as buttons, that are used to jump from one part of the movie to another, do not work unless the movie is played using a Flash Player.
    Page: Flash 1-13

14. A keyframe is automatically designated in the last frame of every layer.
    Page: Flash 1-18
15. You can designate any frame to be a keyframe.
   Page: Flash 1-18

16. An object that has been selected displays a dot pattern or a blue border.
   Page: Flash 1-18

17. You cannot animate an object’s appearance.
   Page: Flash 1-21

18. The stacking order of the layers in the timeline is important because objects on the stage will appear in the same stacking order.
   Page: Flash 1-31

19. You cannot change the stacking order of layers.
   Page: Flash 1-31

20. You can name layers, hide them so their contents do not appear on the stage, and lock them so that they cannot be edited.
   Page: Flash 1-31

21. Colors and symbols are used to indicate types of frames.
   Page: Flash 1-31

22. Dragging the playhead allows you to do a quick check of the movie without having to play it.
   Page: Flash 1-32

23. Flash Files (.fla) can be viewed on the web using a web browser.
   Page: Flash 1-36

24. You can use Flash to create enhancements to Web pages, such as animated logos and interactive navigation buttons.
   Page: Flash 1-40

**MULTIPLE CHOICE**

25. The_____ contains all of the objects (such as drawings) that are part of the movie that will be seen by your viewers.
   a. stage
   b. panel
   c. frame
   d. stream
   Page: Flash 1-4
26. The ____ is critical to the creation of movies, because a movie is merely a series of still images that appear over time.
   a. frame
   b. panel
   c. timeline
   d. stream
   Page: Flash 1-5

27. Images are contained within ____ which are segments of the Timeline.
   a. frames
   b. panels
   c. streams
   d. views
   Page: Flash 1-5

28. ____ help to organize the objects on the stage.
   a. Layers
   b. Projectors
   c. Playheads
   d. Views
   Page: Flash 1-5
29. In the figure above, which number refers to the Stage?
   a. 3
   b. 4
   c. 5
   d. 6
   Page: Flash 1-5

30. In the figure above, which number refers to the Pasteboard?
   a. 3
   b. 4
   c. 5
   d. 6
   Page: Flash 1-5

31. In the figure above, which number refers to the an object in the Library panel?
   a. 6
   b. 7
   c. 8
   d. 9
   Page: Flash 1-5
32. Flash files have a ____ file extension.
   a. .flash
   b. .fla
   c. .fl
   d. .txt
   Page: Flash 1-12

33. ____ is a program that is installed on the viewer’s computer to allow Flash movies to be played in
   Web browsers.
   a. Frame
   b. Flash Player
   c. Panel
   d. Stream
   Page: Flash 1-12

34. Files are created from Flash movies using the ____ command.
   a. Create
   b. Run
   c. Execute
   d. Publish
   Page: Flash 1-12

35. The ____ command causes the movie to begin playing frame by frame, from the location of the
   playhead and continuing until the end of the movie.
   a. Rewind
   b. Play
   c. Step Forward
   d. Step Backward
   Page: Flash 1-12

36. ____ provides a quick way to view parts of the movie.
   a. Framing
   b. Testing
   c. Scrubbing
   d. Compressing
   Page: Flash 1-13

37. The ____ command moves the playhead to Frame 1.
   a. Play
   b. Step Forward
   c. Rewind
   d. Step Backward
   Page: Flash 1-13
38. The ____ command moves the playhead forward one frame at a time.
   a. Play
   b. Rewind
   c. Step Backward One Frame
   d. Step Forward One Frame
Page: Flash 1-13

39. The ____ command moves the playhead backward one frame at a time.
   a. Step Backward One Frame
   b. Step Forward One Frame
   c. Rewind
   d. Play
Page: Flash 1-13

40. A basic motion animation requires at least ____ keyframes.
   a. one
   b. two
   c. three
   d. four
Page: Flash 1-19

41. In the figure above, the number ____ is pointing to the frame rate.
   a. 1
   b. 2
   c. 3
   d. 4
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42. In the figure above, what element of the Timeline is labeled with the number 2?
   a. Status bar
   b. Frame View icon
   c. Frames
   d. Playhead
   Page: Flash 1-30

43. Which number in the figure above points to the elapsed time?
   a. 3
   b. 4
   c. 5
   d. 6
   Page: Flash 1-30

44. Flash can create an executable file called a _____.
   a. storyboard
   b. projector
   c. flowchart
   d. user interface
   Page: Flash 1-37

45. _____ refers to the way the program reacts to an action by the user, such as a mouse click.
   a. Tone
   b. Functionality
   c. Treatment
   d. Balance
   Page: Flash 1-41