



Class:VII

Chapter- 6
WORKING WITH FLASH CS3

Subject:Computer

Q.1 Answer the following questions:

1 | Define the term Timeline , Frame and Layers.

2 | What is the use of function keys F5 , F6 and F8

3 | What is the use of Symbol ?

Q.2 Fill in the blanks :

1. _____ was the main programmer of FLASH.
2. _____ function key is used to insert a frame.
3. _____ is the default extension of a FLASH file.
4. _____ is the default dimension of stage in terms of pixels.
5. _____ types of key frames do we have?

Q.3 State True of False.

1 | Flash is a vector based program.

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2	The Time line is a fixed window that stays on top of every object in workspace.	
3	The Tools Panel is divided into 7 parts.	
4	The shortcut key to insert a frame is F6.	
5	The default extension of Flash file is .fla.	

Q.4 Multiple Choice Question.

1	Which is the shortcut key to display Document Properties dialog box?			
	a. Ctrl+V	b. Ctrl+G	c. Ctrl+J	d. Ctrl+F3
2	In which type of animation do we create the starting and ending keyframes?			
	a. Tweened	b. Animation	c. Frame By Frame	d . Guided
3	In which menu do we have the 'Break Apart' option?			
	a. Modify	b. Edit	c. File	d. Insert
4	Tint Effects work only on and cannot be added to the object that are drawn directly on the canvas of the movie.			
	a. Buttons	b. Symbols	c. Movies Clips	d. None of these
5	What is the minimum stage size in FLASH in terms of pixels?			
	a. 18X18	b. 19X19	c. 17X17	d. None of these