EXERCISES

1. **MCQs.**

   a. The Selection Tool is used to select a_____.
      (i) Path   (ii) Fill   (iii) Text   (iv) All of these

   Ans. (iv) All of these

   b. To reshape the path of an object the_____tool is used.
      (i) Selection Tool   (ii) Subselection Oval   (iii) Both a and b   (iv) None of these

   Ans. (ii) Subselection Oval

   c. _____is the basic unit of an animation that stores the details of a movement or change
      within an object over a certain period of time.
      (i) Frame   (ii) Timeline   (iii) Selection Tool   (iv) Subselection Tool

   Ans. (i) Frame

   d. Which tool is used to flip an object?
      (i) Selection Tool   (ii) Subselection Oval   (iii) Free Transformation Tool   (iv) None of these

   Ans. (iii) Free Transformation Tool

   e. To see an animation, click on____option on the Control menu.
      (i) Animate   (ii) Run   (iii) Play   (iv) None of these

   Ans. (iii) Play

2. **True (T) or False (F).**

   a. Flash is a spreadsheet application.-F

   b. The Time line panel is used to set the layout of the sequence of the elements in a movie and control their timings.-T

   c. The Selection Tool is used to select a path, fill or a text.-T

   d. The Free Transformation Tool allows you to change the colour of an object.-F

   e. A Shape tween is used to create automatic intermediate animations frame by frame, where you need to define
      only the starting and the ending point of the animation.-F

3. **Fill in the blanks.**

   a. The Shape Tween allows you to create two objects allowing Flash to animate the morphing of both the objects.

   b. Animation refers to any movement or change that can be performed with an object within a stipulated time.

   c. To change the settings of a stage, click on the Document option of the Modify menu.

   d. The default width of a stage is 550px and height is 400px.

   e. Stage is the canvas shown as a white rectangle where various objects (like images,

graphics, videos, sounds, etc.) are placed and a movie is created.

4. **Answer the following.**

a. What is the function of the Tools Panel in Flash?

Ans. **Tools Panel** is a panel containing tools that is used to create vector based graphics by drawing images and text. Various tools like line, rectangle, oval, brush, etc., are used to draw images and manipulate them on the Flash document.

b. Give three components that you can change using 'Document Settings'.

Ans. 1. Width and height of the **Stage**

2. Unit of measurement
3. Frame displayed Per Second (fps)

c. What is the difference between Selection and Subselection tool?

Ans. The Selection Tool is used to select a path, fill or a text whereas the **Subselection** Tool allows you to reshape the path of an object.

d. State the steps involved in moving an object.

Ans. The steps involved in moving an object are:

1. Use the **Selection** tool to select an object.
2. Use click and drag to move the object to another location.

e. What is animation in Flash?

Ans. Animation in Flash refers to any movement or change that can be performed with an object within a stipulated time.

f. How is Motion Tween different from Shape Tween?

Ans. A motion tween is used to create automatic intermediate animations frame by frame, where you need to define only the starting and the ending point of the animation. **Shape Tween** on the other hand is used to draw a vector shape at one specific frame on the Timeline and make a different shape in some other frame.