Class VII
HOME ASSIGNMENT
Ch-11 Assessment Zone (HW - 46)

A. Choose the correct answer.

1. Which of the following statements does not hold true for symbols?
   a) A symbol can be reused.
   b) A copy of a symbol on the stage is called an instance of the symbol.
   c) Using symbols increases the size of a Flash file.
   d) A symbol is stored in the library.

2. Which of the following types of animations requires you to change the contents of every frame for creating an animation?
   a) Motion tweening
   b) Frame-by-frame animation
   c) Shape tweening
   d) All of these

3. Which of the following statements holds true for layers?
   a) You can draw and modify the objects on one layer without affecting objects placed on another layer.
   b) You can use layers to change the order of the objects.
   c) You can hide and lock layers.
   d) All of the above

B. Fill in the blanks using the words given in the box.

Playhead	Motion tweening	Symbol	Keyframe	Shape tweening

1. A _____ is any graphic object or button that can be reused in a movie.

2. A _____ is a frame that defines a change in the object's properties.

3. _____ is a type of animation in which you specify the starting and ending position of an object in keyframes.

4. The red marker in the timeline that moves from left to right through the frames to display the complete animation of a movie is called a _____.

5. In _____, you should not convert an object into a symbol.

Solve the above questions in your copy.
(Refer to page no. 206 & 207 of your Computer book.)