

Worksheet

2

Name:

Roll No: Class: Section:

Date:

ANIMATIONS IN FLASH

Chapter-4

A. Write the shortcut key to:

1. Insert a frame
.....
2. Insert a keyframe
.....
3. Insert a blank keyframe
.....
4. Run a movie
.....
5. Open Flash Library
.....

B. Write the steps to convert an object into a symbol.

- Step 1
Step 2
Step 3
Step 4
Step 5

C. Tick (✓) the correct option.

1. Which of these are the thin pieces of transparent sheets?

a. Timeline ☐	b. Frames ☐
c. Layers ☐	d. Buttons ☐
2. Which of the following is not a symbol type in Flash?

a. Button ☐	b. Graphic ☐
c. Movie Clip ☐	d. None of these ☐
3. Which of the following is a reusable object in Flash?

a. Frame ☐	b. Rectangle ☐
c. Movie ☐	d. Symbol ☐