thinkcode
Ver. 1.0

Worksheet
1

Name: ....

Roll No: .... Class: .... Section: ....

Date: ....

AVA EDUCATION

ANIMATIONS IN FLASH

Chapter-6

A. Read the clues and answer the following.

1. It is an authoring tool to create games, applications, simple animations, etc.   ....

2. It is a reusable object in Flash.   ....

3. It is the place where symbols that you create are stored in Flash.   ....

4. It is a type of symbol used to make the movie more interactive.   ....

5. It is a shortcut key to convert an object to a symbol.   ....

B. Circle the correct option.

1. (Graphic / Button) symbols are used to create backgrounds.

2. Any object on the stage (can / cannot) be converted into a movie clip symbol.

3. Click (File / Insert) → New Symbol to create new symbol in Flash.

4. Click (Modify / Change) → Convert to Symbol to convert an object into symbol.

5. Press (Ctrl / Shift) + L keys to open the Flash library.

C. Label the following.

Class -7

Grade: ★ ★ ★ ★ ★

Teacher's Signature: ....