Network Administration

Name:			Da ⁻	Date:	
Fla	ash Quiz 1				
1.	When starting a Flash sl a. ActionScript 3.0	ide show, we will choose	b. JavasScript 1.5		
	c. Mail 3.0		d. MenuScript 3.0		
2.	The area where we place the images, text and buttons is called				
	a. The menu	b. The script	c. The library	d. The Stage	
3.	Circle names of layers we would place in the timeline (as many as apply)				
	a. Buttons	b. Slides	c. Action	d. Background	
1	Before dragging an image to the stage, we first place it in the				
∔.	a. Menu	ge to the stage, we first p b. Layer	c. Library	d. Toolbar	
	a. Menu	D. Layer	C. Library	u. 100ibai	
5.	We	and	the graphic to the stage.		
ŝ.	We would use the Prope	erties tab to	all graphic images.		
	a. Distort	b. Align	c. Rename	d. Delete	
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7.	In Flash, these are typica	-		al Aatian Caninta	
	a. Frames	b. Keyframes	c. Sound	d. ActionScripts	
3.	Previous and Forward arrows are called in Flash.				
	a. Images	b. Backgrounds	c. Buttons	d. Movies	
Э.	What names are the same when making a previous and next button?				
	a. Instance	b. Button name	c. Position	d. Script	
				·	
10.	Action scripts look like v		- 117041	-1 CCC	
	a. C	b. VBA	c. HTML	d. CSS	
11.	In a Flash slide show, we do what at the beginning of the script?				
	a. Go ()	b. Stop ()	c. Rename it ()	d. Pause ()	
12.	In a Flash action script, what comes before the event?				
	a. The program name	b. The script name	c. The button name	d. The image name	
		·		Ü	
13.	Name positions we wou		_		
	a	b	C	d	
14.	In Flash, where do we go to test the movie				
	a. Commands	b. Debug	c. Window	d. Control	
15	What background would	d we use for a quality slip	de show? (circle 2)		
	a. Black	b. White	c. Busy	d. Complex	
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