TEST BANK

REVEALED

ADOBE FLASH CS5

JIM SHUMAN

TRUE/FALSE

1. After resizing a text block, the circle handle changes to a square, indicating that the text block now has a fixed width.

    ANS: T   PTS: 1   REF: Flash 2-32

2. When you enlarge a bitmap graphic, the number of pixels remains the same, resulting in jagged edges that decrease the quality of the image.

    ANS: T   PTS: 1   REF: Flash 2-2

3. Vector graphics represent an image using lines and curves which you can resize without losing image quality.

    ANS: T   PTS: 1   REF: Flash 2-2

4. Vector graphics are just as effective as bitmap graphics for representing photo-realistic images.

    ANS: F   PTS: 1   REF: Flash 2-2

5. Images (objects) created using Flash drawing tools have a stroke and a fill, but not both.

    ANS: F   PTS: 1   REF: Flash 2-2

6. In the Object Drawing Model, when you draw two shapes and one overlaps the other, a change in the top object may affect the object beneath it.

    ANS: F   PTS: 1   REF: Flash 2-2

7. The Properties Mode option of the Lasso tool allows you to draw straight lines when selecting an object.

    ANS: F   PTS: 1   REF: Flash 2-4

8. Gridlines, guides, and rulers can be used to position objects on the Stage.

    ANS: T   PTS: 1   REF: Flash 2-6

9. Guide layers cannot be used to position objects on the Stage.

    ANS: F   PTS: 1   REF: Flash 2-44

10. Strokes can have only one segment.

    ANS: F   PTS: 1   REF: Flash 2-18

11. When the stroke of an object is selected, a dot pattern appears.

    ANS: F   PTS: 1   REF: Flash 2-18

12. When the fill of an object is selected, a colored line appears.

ANS: F   PTS: 1   REF: Flash 2-18

13. When objects are grouped, a bounding box appears.

ANS: T   PTS: 1   REF: Flash 2-18

14. You can use the Lasso tool in a freehand manner to select any size and shape of area.

ANS: T   PTS: 1   REF: Flash 2-18

15. In the Merge Drawing Model mode, the stroke and fill of an object are separate.

ANS: T   PTS: 1   REF: Flash 2-18

16. When using the Object Drawing Model mode, the stroke and fill are combined but can be selected individually.

ANS: F   PTS: 1   REF: Flash 2-18

17. Flash does not allow you to change the color of the stroke and fill of an object.

ANS: F   PTS: 1   REF: Flash 2-19

18. You can set the desired colors before drawing an object, or you can change the color of a previously drawn object.

ANS: T   PTS: 1   REF: Flash 2-19

19. You can copy an object to another layer by selecting the frame and layer prior to pasting the object.

ANS: T   PTS: 1   REF: Flash 2-24

20. You can move an object by selecting it and dragging it to a new location.

ANS: T   PTS: 1   REF: Flash 2-24

21. You can precisely position an object by selecting it and then pressing the arrow keys, which move the selection up, down, left, and right in small increments.

ANS: T   PTS: 1   REF: Flash 2-24

22. You can use the Free Transform tool to resize, rotate, and skew objects, but not to reshape them.

ANS: F   PTS: 1   REF: Flash 2-24

23. After selecting an object, you can click the Free Transform tool to display eight square-shaped handles used to transform the object, and a circle-shaped transformation point located at the center of the object.

ANS: T   PTS: 1   REF: Flash 2-24

24. The Transform panel can be used to rotate and skew an object in a more precise way.

ANS: T   PTS: 1   REF: Flash 2-25

25. You can use an option under the Transform command to flip an object either horizontally or vertically.

ANS: T   PTS: 1   REF: Flash 2-25

26. The Remove Transform command allows you to restore an object to its original state.

ANS: T   PTS: 1   REF: Flash 2-25

27. A text block expands as more text is entered and may even extend beyond the edge of the Stage.

ANS: T   PTS: 1   REF: Flash 2-32

28. You can adjust the size of the text block so that it is a fixed width by dragging the handle in the upper-right corner of the block.

ANS: T   PTS: 1   REF: Flash 2-32

29. A text block is not an object.

ANS: F   PTS: 1   REF: Flash 2-33

30. If you want to transform individual characters within a text block, you must first break it apart.

ANS: T   PTS: 1   REF: Flash 2-33

31. Layers cannot be used on a Timeline to organize objects.

ANS: F   PTS: 1   REF: Flash 2-42

32. The Layer Properties dialog box allows you to specify the type of layer.

ANS: T   PTS: 1   REF: Flash 2-43

33. Naming a layer provides a clue to the objects on the layer.

ANS: T   PTS: 1   REF: Flash 2-43

34. Outlines can be used to help you determine which objects are on a layer.

ANS: T   PTS: 1   REF: Flash 2-43

35. When you break apart a text block, each character becomes an object that can be edited independent of the other characters.

ANS: T   PTS: 1   REF: Flash 2-45

36. Flash allows you to organize layers by creating folders and grouping other layers in them.

ANS: T   PTS: 1   REF: Flash 2-45

37. The Object Drawing Model allows you to overlap shapes which are then kept separate, so that changes in one object do not affect another object.

ANS: T   PTS: 1   REF: Flash 2-2
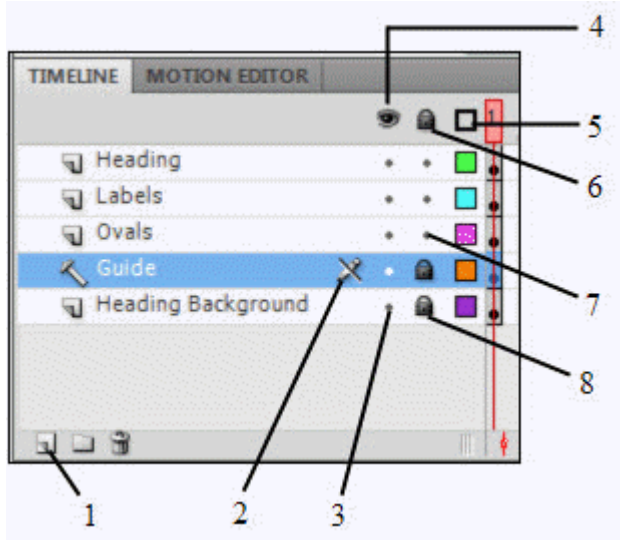
38. The figure above shows the Layers area of the Stage.

ANS: F   PTS: 1   REF: Flash 2-43

39. In the figure above, the padlock icon, represented by the number 8, indicates that the layer is locked.

ANS: T   PTS: 1   REF: Flash 2-43

MULTIPLE CHOICE

1. Pixels are arranged within a(n) _____.
   a. grid
   b. box
   c. vector
   d. object

   ANS: A   PTS: 1   REF: Flash 2-2

2. Vector graphics are composed of lines and curves (each of which is a segment) connected by _____.
   a. anchor points
   b. lassos
   c. ovals
   d. objects

   ANS: A   PTS: 1   REF: Flash 2-4

3. The _____ tool is used to transform objects by rotating, scaling, skewing, and distorting them.
   a. Subselection
   b. Free Transform
   c. Gradient Transform
   d. Lasso

ANS: B   PTS: 1   REF: Flash 2-4

4. The _____ tool is used to transform a gradient fill by adjusting the size, direction, or center of the fill.
    a. Gradient Transform
    b. Free Transform
    c. Subselection
    d. Rectangle

    ANS: A   PTS: 1   REF: Flash 2-4

5. The _____ tool is used to select objects or parts of objects.
    a. Free Transform
    b. Pen
    c. Lasso
    d. Rectangle

    ANS: C   PTS: 1   REF: Flash 2-4

6. The _____ tool is used to draw lines and curves by creating a series of dots, known as anchor points, that are automatically connected.
    a. Oval
    b. Lasso
    c. Text
    d. Pen

    ANS: D   PTS: 1   REF: Flash 2-4

7. The _____ tool is used to create and edit text.
    a. Oval
    b. Text
    c. Lasso
    d. Pen

    ANS: B   PTS: 1   REF: Flash 2-4

8. The _____ tool is used to draw oval shapes.
    a. Oval
    b. Text
    c. Lasso
    d. Pen

    ANS: A   PTS: 1   REF: Flash 2-5

9. The _____ tool is used to draw freehand lines and shapes.
    a. Ink Bottle
    b. Brush
    c. Eyedropper
    d. Pencil

    ANS: D   PTS: 1   REF: Flash 2-5

10. The _____ tool is used to draw (paint) with brushlike strokes.
    a. Pencil
    b. Brush
    c. Eyedropper
    d. Eraser

ANS: B   PTS: 1   REF: Flash 2-5

11. The _____ tool is used to apply line colors and thickness to the stroke of an object.
    a. Eyedropper
    b. Ink Bottle
    c. Brush
    d. Eraser

    ANS: B   PTS: 1   REF: Flash 2-5

12. The _____ tool is used to fill enclosed areas of a drawing with color.
    a. Eraser
    b. Pencil
    c. Paint Bucket
    d. Eyedropper

    ANS: C   PTS: 1   REF: Flash 2-5

13. The _____ tool is used to select stroke, fill, and text attributes so they can be copied from one object to another.
    a. Eyedropper
    b. Eraser
    c. Ink Bottle
    d. Paint Bucket

    ANS: A   PTS: 1   REF: Flash 2-5

14. The _____ tool is used to select part or all of an object, and to select multiple objects.
    a. Eraser
    b. Selection
    c. Subselection
    d. Paint Bucket

    ANS: B   PTS: 1   REF: Flash 2-18

15. #000000 represents the color _____.
    a. green
    b. black
    c. white
    d. red

    ANS: B   PTS: 1   REF: Flash 2-19

16. #FFFFFF represents the color _____.
    a. green
    b. black
    c. red
    d. white

    ANS: D   PTS: 1   REF: Flash 2-19

17. #FFCC33 represents a shade of _____.
    a. green
    b. black
    c. red

d. gold

ANS: D   PTS: 1   REF: Flash 2-19

18. To copy one or more objects, select them, then click the Copy command on the ____ menu.
   a. Tool
   b. Selection
   c. Edit
   d. View

ANS: C   PTS: 1   REF: Flash 2-24

19. The ____ point is the point around which the object can be rotated.
   a. copy
   b. transformation
   c. rotation
   d. resize

ANS: B   PTS: 1   REF: Flash 2-24

20. You can use the Rotate and Skew option of the ____ tool to rotate an object and to skew it.
   a. Eraser
   b. Free Transform
   c. Gradient Transform
   d. Lasso

ANS: B   PTS: 1   REF: Flash 2-24| Flash 2-25

21. You can use the ____ tool to reshape a segment of an object.
   a. Subselection
   b. Free Transform
   c. Gradient Transform
   d. Eraser

ANS: A   PTS: 1   REF: Flash 2-25

22. The ____ tool can be used to reshape objects.
   a. Free Transform
   b. Gradient Transform
   c. Lasso
   d. Selection

ANS: D   PTS: 1   REF: Flash 2-25

23. Use the ____ tool to place a text block on the Stage and to enter and edit text.
   a. Properties
   b. Free Transform
   c. Lasso
   d. Text

ANS: D   PTS: 1   REF: Flash 2-32

24. A(n) ____ indicates where in the text block the next character will appear when typed.
   a. mask
   b. insertion point
   c. Free Transform

d. Lasso

ANS: B   PTS: 1   REF: Flash 2-32

25. An example of ____ objects is text placed on a banner.
    a. overlapping
    b. masking
    c. hiding
    d. inserting

    ANS: A   PTS: 1   REF: Flash 2-42

26. ____ are useful for organizing elements such as sounds, animations, and ActionScript.
    a. Pixels
    b. Layers
    c. Vectors
    d. Grids

    ANS: B   PTS: 1   REF: Flash 2-42

27. The default layer type is ____.
    a. Guided
    b. Mask
    c. Folder
    d. Normal

    ANS: D   PTS: 1   REF: Flash 2-42

28. ____ layers are used to create a path for animated objects to follow.
    a. Mask
    b. Standard Guide
    c. Motion Guide
    d. Folder

    ANS: C   PTS: 1   REF: Flash 2-42

29. The ____ layer hides and reveals portions of another layer.
    a. Guided
    b. Mask
    c. Folder
    d. Normal

    ANS: B   PTS: 1   REF: Flash 2-42
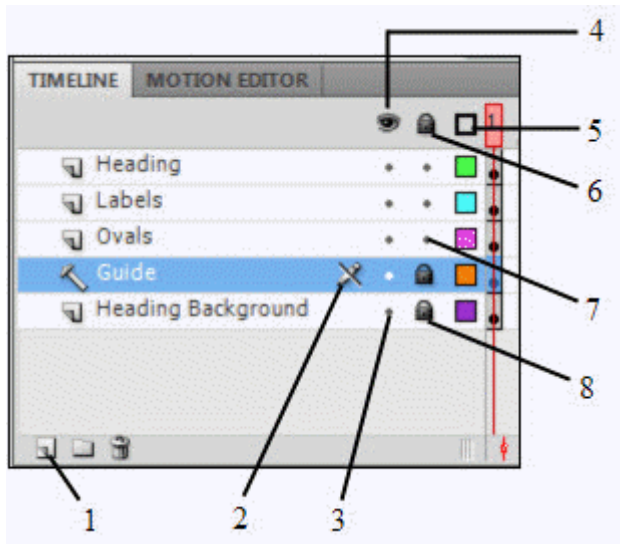
30. In the figure above, which number points to the item which indicates that a layer is locked?
    a. 7
    b. 5
    c. 8
    d. 4

    ANS: C   PTS: 1   REF: Flash 2-43

31. In the figure above, which item would you use to show all layers as outlines?
    a. 4
    b. 5
    c. 6
    d. 7

    ANS: B   PTS: 1   REF: Flash 2-43

32. In the figure above, which number points to the New Layer icon?
    a. 1
    b. 2
    c. 3
    d. 4

    ANS: A   PTS: 1   REF: Flash 2-43

33. In the figure above, the number 2 points to the _____.
    a. icon indicating that the layer cannot be selected
    b. hidden layer
    c. New Layer icon
    d. icon indicating that a layer has been selected but cannot be edited

    ANS: D   PTS: 1   REF: Flash 2-43

34. A(n) _____ is a layer that can contain other layers.
    a. Mask
    b. Normal
    c. Guided
    d. Folder

ANS: D　　　　　　PTS: 1　　　　　　REF: Flash 2-42

35. ____ layers may reduce the clutter on the Stage and make it easier to work with selected objects from
　　　the layer(s) that is/are visible.
　　　a. Locking
　　　b. Inserting
　　　c. Hiding
　　　d. Removing

ANS: C　　　　　　PTS: 1　　　　　　REF: Flash 2-43

36. ____ a layer prevents the objects from being accidentally edited.
　　　a. Locking
　　　b. Inserting
　　　c. Removing
　　　d. Hiding

ANS: A　　　　　　PTS: 1　　　　　　REF: Flash 2-43

37. ____ layers are useful in aligning objects on the Stage.
　　　a. Mask
　　　b. Normal
　　　c. Guide
　　　d. Folder

ANS: C　　　　　　PTS: 1　　　　　　REF: Flash 2-44

38. The ____ command is used to cause each character to automatically be placed on its own layer.
　　　a. Guide
　　　b. Distribute to Layers
　　　c. Script
　　　d. Layers

ANS: B　　　　　　PTS: 1　　　　　　REF: Flash 2-45
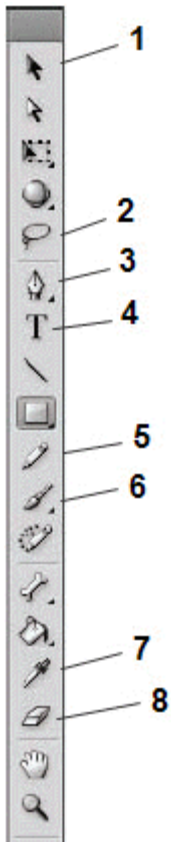
39. In the figure above, which number refers to the Text tool?
    a. 2
    b. 4
    c. 8
    d. 7

ANS: B   PTS: 1   REF: Flash 2-5

40. In the figure above, which number refers to the Lasso tool?
    a. 2
    b. 7
    c. 3
    d. None of the above

ANS: A   PTS: 1   REF: Flash 2-5

41. In the figure above, which number refers to the Brush tool?
    a. 7
    b. 5
    c. 6
    d. 8

ANS: C   PTS: 1   REF: Flash 2-5

Case Based Critical Thinking

Case 1

Mr. Loyko is the new computer science teacher at Fremends Secondary School. Because his students are currently studying Web animation and effects, he has been drilling his classes on Flash drawing tools. As a way to keep his classes actively involved, Mr. Loyko tells them that he will make several important errors during his lecture and that those students who stop the lecture and correct the errors will receive extra credit points on the next exam.

42. Mr. Loyko says that the Subselection tool is used to transform objects by rotating, scaling, skewing, and distorting them. Which tool is he actually describing?
    a. Lasso
    b. Selection
    c. Free Transform
    d. Line

    ANS: C   PTS: 1   REF: Flash 2-24   TOP: Critical Thinking

43. Mr. Loyko asks Steven James what the Pen tool is used for. To Steven's relief, he gets the question correct. Which of the following answers did he give?
    a. It transforms a gradient fill by adjusting the size, direction, or the center of the fill.
    b. It draws lines and curves by creating a series of dots that are automatically connected.
    c. It helps you draw straight lines.
    d. It fills enclosed areas with color.

    ANS: B   PTS: 1   REF: Flash 2-4   TOP: Critical Thinking

44. Mr. Loyko incorrectly names the tools which are used to create vector objects. Which of the following is the only tool used for that purpose?
    a. Eyedropper
    b. Pencil
    c. Transform
    d. Eraser

    ANS: B   PTS: 1   REF: Flash 2-6   TOP: Critical Thinking

45. Mr. Loyko says that every tool in the Tools panel is listed separately, which is utterly false. Tria, the quiet girl in the back row, says that sometimes there are several tools grouped within one tool on the panel, and then tells the class how to access these tools. How can a list of grouped tools be displayed?
    a. Click the tool and hold the mouse button until the menu opens.
    b. Search for the grouped tools in the Help section.
    c. Move the mouse over the Tools menu and click the group you wish to select.
    d. Click the Selection button on the lower left side of the Tools dialog box.

    ANS: A   PTS: 1   REF: Flash 2-6   TOP: Critical Thinking

46. Mr. Loyko lies by saying that there is no difference between the Paint Bucket and Eyedropper tools. Which of the following statements is actually the truth?
    a. The Eyedropper fills enclosed areas with the colors chosen from the Paint Bucket.
    b. The Eyedropper tool is a drawing tool, while the Paint Bucket is a vector painting tool.
    c. The Paint Bucket fills enclosed areas with color, while the Eyedropper is used to select and copy stroke, fill, and text attributes.
    d. The Paint Bucket is not actually a tool.

    ANS: C   PTS: 1   REF: Flash 2-5   TOP: Critical Thinking

Case 2

Josh has decided that his personal website is dull to look at. It lacks color, so he decides to add some gradient fills to a few of the shapes on his home page.

47. Josh knows that the position of the Paint Bucket tool over the objects he wants to fill is important. Why?
    a. The position determines the rate of the gradient.
    b. The position of the Paint Bucket tool cannot interfere with the outline of the object.
    c. It determines the direction of the gradient fill.
    d. The position determines the flow of the gradient.

    ANS: C   PTS: 1   REF: Flash 2-19   TOP: Critical Thinking

48. Which of the following is a viable reason for Josh to use gradient fills on his website?
    a. He wants to make the filled objects into hotspots.
    b. He wants to create a 3-D effect.
    c. His page will download more quickly due to the gradient fills.
    d. The gradient fills will make his site more secure.

    ANS: B   PTS: 1   REF: Flash 2-19   TOP: Critical Thinking

COMPLETION

1. Bitmap graphics represent the image as an array of dots called _____.

   ANS: pixels

   PTS: 1   REF: Flash 2-2

2. To make a change in a bitmap, you modify the _____.

   ANS: pixels

   PTS: 1   REF: Flash 2-2

3. Flash provides two drawing modes called _____.

   ANS: models

   PTS: 1   REF: Flash 2-2

4. The options available for the _____ tool are Snap to Objects (aligns objects), Smooth (smoothes lines), and Straighten (straightens lines).

   ANS: Selection

   PTS: 1   REF: Flash 2-4

5. The _____ tool is used to select, drag, and reshape an object.

   ANS: Subselection

   PTS: 1   REF: Flash 2-4

6. Selecting an object with the _____ tool displays the anchor points and allows you to use them to edit the object.

ANS: Subselection

PTS: 1   REF: Flash 2-4

7. The _____ tool is used to draw straight lines.

ANS: Line

PTS: 1   REF: Flash 2-5

8. The _____ tool is used to draw rectangular shapes.

ANS: Rectangle

PTS: 1   REF: Flash 2-5

9. The options available for the _____ tool are Straighten (draws straight lines), Smooth (draws smooth curved lines), and Ink (draws freehand with no modification).

ANS: Pencil

PTS: 1   REF: Flash 2-5

10. The _____ tool is used to erase lines and fills.

ANS: Eraser

PTS: 1   REF: Flash 2-5

11. The Polygon Mode option of the _____ tool can be used to draw straight lines and connect them.

ANS: Lasso

PTS: 1   REF: Flash 2-18

12. The color palette allows you to type in a six character code that represents the values of three colors (red, green, blue), referred to as _____.

ANS: RGB

PTS: 1   REF: Flash 2-19

13. A(n) _____ is a color fill that makes a gradual transition from one color to another.

ANS: gradient

PTS: 1   REF: Flash 2-19

14. You can apply a gradient fill by using the _____ tool.

ANS: Paint Bucket

PTS: 1   REF: Flash 2-19

15. You can use the _____ panel of the Text tool to change the font, size, and style of a single character or an entire text block.

ANS: Properties

PTS: 1   REF: Flash 2-32

16. _____ layers serve as a reference point for positioning objects on the Stage.

ANS: Standard Guide

PTS: 1   REF: Flash 2-42

17. The _____ layer contains the objects that are hidden and revealed by a Mask layer.

ANS: Masked

PTS: 1   REF: Flash 2-42

18. Computers can display graphics in either a(n) _____ or a vector format.

ANS: bitmap

PTS: 1   REF: Flash 2-2

19. You can toggle between the two modes (Merge and Object) using the Object Drawing icon in the options section of the _____ panel.

ANS: Tools

PTS: 1   REF: Flash 2-19

20. The position of the Paint Bucket tool over the object is important because it determines the direction of the _____ fill.

ANS: gradient

PTS: 1   REF: Flash 2-19

21. You can use the Distort and Envelope options to reshape an object by dragging its _____.

ANS: handles

PTS: 1   REF: Flash 2-25

22. Each _____ in an image has an exact position on the screen and a precise color.
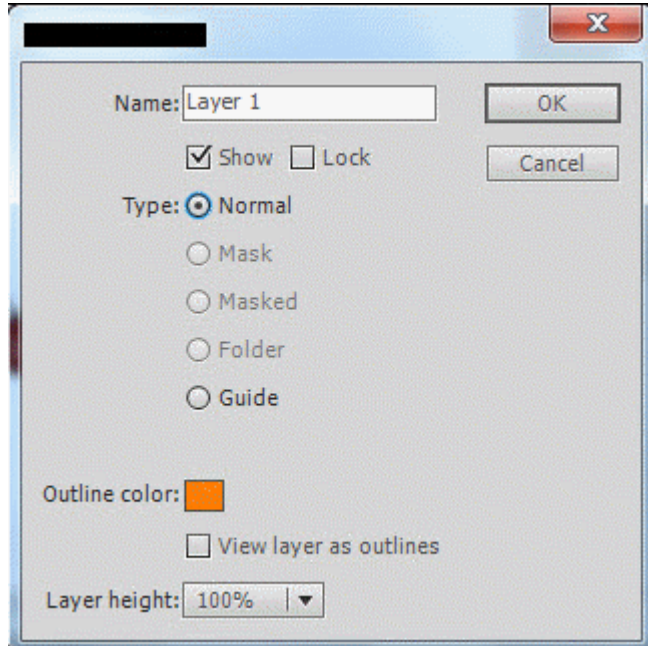
ANS: pixel

PTS: 1   REF: Flash 2-2

23. When you point to a tool on the Tools panel, its _____ appears next to the tool.

ANS: name

PTS: 1   REF: Flash 2-4

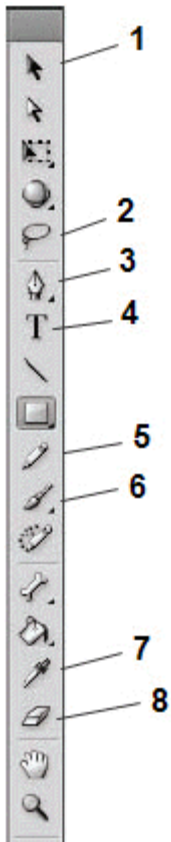24. The figure above is the _____ dialog box.

ANS: Layer Properties

PTS: 1   REF: Flash 2-43

25. The figure above can be accessed through the _____ command on the Modify menu.

ANS: Timeline

PTS: 1   REF: Flash 2-43

26. In the figure above, the number 3 points to the _____ tool.

    ANS: Pen

    PTS: 1   REF: Flash 2-5

27. In the figure above, the number 7 indicates the _____ tool.

    ANS: Eyedropper

    PTS: 1   REF: Flash 2-5

28. In the figure above, the number 5 points to the _____ tool.

    ANS: Pencil

    PTS: 1   REF: Flash 2-5

29. In the figure above, the number _____ points to the tool used to draw lines and
    curves by creating a series of dots, known as anchor points, that are automatically connected.

    ANS:
    3
    three

    PTS: 1   REF: Flash 2-4