

## Practice Test 2: Using Flash

(In no particular order) (Longer than the real test, so relax)

- A) What's the hotkey for making a selected graphical object into a symbol?
- 2) If you create a tween in the timeline, and you see a dotted line in the timeline instead of the regular solid line, what's wrong?
- 5) How do you make a button that does something when you click on it?
- a)
  - b)
  - c)
  - d)
- 23) How do you bring up the window for editing ActionScript?
- Pi) If your actionscript has a compiler error, and you run it anyway, what do you see?
- 1+2i) In the timeline, what's the difference between a "frame" and a "keyframe"?
- e) If your sound won't stop playing, what's wrong?
- f) How do you get a sound into Flash?
- 42) What's a viseme?
- 37) What does the command "gotoAndPlay(20);" do?
- 111) Given "var fruity:int;", What does the command "fruity = 1;" do?
- 101) How do you make your actionscript-encumbered .fla run, with scripts, in Flash?

99) How do you make Flash just play back all the frames of your animation, with no scripting?

77) What does the “addEventListener” function do?

55) What’s wrong with this code?

```
if (a=32) { myFunction(hooey); }
```

33a) After this code runs, what’s in a?

```
var a:int;  
a = 22;  
a = 24;
```

33b) After this code runs, what’s in a?

```
var a:int;  
a = 22;  
a = a+1
```

33c) After this code runs, what’s in a?

```
var a:int;  
a = 22;  
a = a*2;
```

33d) After this code runs, what’s in a?

```
var a:int;  
a = 22;  
if (a>0) { a=10; }
```

33e) After this code runs, what’s in a?

```
var a:int;  
a = 22;  
if (a<0) { a=11; }
```

33f) After this code runs, what’s in a?

```
var a:int;  
a = 22;  
if (a>0) { a=10; }  
else { a=99; }
```

33g) After this code runs, what's in a?

```
var a:int;  
a = 22;  
if (a<0) { a=10; }  
else { a=99; }
```

33g, part 1) After this code runs, what's in a?

```
var a:int;  
a = 22;  
if (a>0) { gotoAndPlay(20);}  
else { a=99; }
```

33g, part B) After this code runs, what's in a?

```
var a:int;  
a = 22;  
a = -a;  
if (a<0) { a=10; }  
else { a=99; }
```

22) What are the three sets of frames in a chunk?

11) Why am I always going on and on about the chunks?

00) What are the steps for making a tween?

- a)
- b)
- c)
- d)
- e)

-11) What's the difference between a motion tween and a shape tween?