

SANJEEVANI PUBLIC SCHOOL
CLASS- VIIth Assignment-5
Computer ch-5 (Introduction to
Adobe flash)

Do this Assignment in book & copy

Q1 MCQ's :- (Pg-62)

1-(b), 2-(a), 3-(b), 4-(c), 5-(b)

Q2 Fill in the blanks :- (Pg-62)

① Text ② stage ③ Keyframe ④ free transform Tool ⑤ Lasso

Q3 True or false :- (Pg-62)

1-(f), 2-(T), 3-(f), 4-(f), 5-(f)

Q4 Match item :- (Pg-63)

1-(d), 2-(e), 3-(b), 4-(c), 5-(a)

Q5 Answer these following question :-

(a) what is vector image?

Ans A type of graphics that can be scaled to any size.

(b) what are anchor points?

Ans The subselection tool select an entire object and allows to modify anchor points.

(c) what is the work area?

Ans The grey area surrounding the stage is called work area.

(d) what is the use of paint Bucket?

Ans The paint Bucket tool is used to fill enclosed area.

(e) list different eraser tool?

Ans ① erase fill

② erase normal

SANJEEVANI PUBLIC SCHOOL
CLASS - VIIth Assignment - 6
Computer ch - 6 (More on flash)
Do this Assignment in book & copy.

Q1 MCQ's :- (Pg-74)

1-(b), 2-(c), 3-(a), 4-(c), 5-(c)

Q2 fill in the blanks :- (Pg-75)

① shapes ② Size ③ publish ④ Timeline ⑤ library

Q3 True or false :-

1-(F), 2-(T), 3-(F), 4-(T), 5-(T)

Q4 Match them :- (Pg-75)

1-(c), 2-(a), 3-(d), 4-(e), 5-(b)

Q5 Answer these following question :-

Q1 what are symbols?

Ans A symbol reusable object used in animation.

Q2 what is the use of symbol instance?

Ans The use of symbol instance A copy of a symbol.

Q3 what is the motion Tween?

Ans Motion Tween animation works with symbol and their instance.

Q4 Define publishing an animation?

Ans Illusion of movement is an animation.

Q5 what is the default type of movement?

Ans ① Graphic

② Button

③ Movie clip