

CSC 112 Flash ActionScript Midterm

Name: _____

1. Describe the key steps to creating a *tween*.
2. What additional steps are required to create a Motion Guide?
3. A shape tween is similar to a motion tween, but differs in at least one way. What is required in a shape tween that is not required in a motion tween?
4. What is the process for creating your own library objects?
5. Add instances of a library object to the scene and you can follow the steps in 1. above to create a motion tweens or modify them in many ways. What additional step would you have to perform after adding an object to the stage so you can refer to each copy/instance of a library object individually?
6. Give an example of a properly named instance of a
text object:
button object:
movie clip object:

14. Dots (.) are use within scripts in a couple of ways. Describe two ways dots are used in ActionScript.

15. What is the purpose of quotation marks in ActionScript?

16. When declaring a variable properly, you are telling the Flash player three things. List and explain each:

17. You can add code to frames, directly to buttons, and directly onto a movie clip. Which of these choices is best and why?

18. What sort of assets should be placed on the *actions* layer? Why?

19. What is a function?

20. Write a function that will cause `dog_mc` to move on screen in response to the left/right arrow keys. Assign this function to the *onEnterFrame* event of the `dog_mc` movie clip. Be sure to declare any additional variables needed for this function to work properly.