

# QB365 Question Bank Software Study Materials

## Adobe Flash Professional CS6 50 Important 1 Marks Questions With Answers (Book Back and Creative)

12th Standard

### Computer Technology

Total Marks : 50

#### Multiple Choice Question

40 x 1 = 40

- 1) What can you create with the Adobe Flash program?  
(a) Animations (b) Web applications (c) Games **(d) All of the above**
- 2) The \_\_\_\_\_ is the large white rectangle in the center of Flash's workspace?  
**(a) Stage** (b) Timeline (c) Screen (d) Properties
- 3) How to create a new Flash document?  
(a) Choose Insert > New (b) Press Ctrl + W **(c) Choose File > New** (d) Press Ctrl + D
- 4) The default stage color is white but it can be changed by choosing selecting different color on the Document Properties dialog box?  
(a) Modify > Document Properties **(b) Modify > Document** (c) Edit > Document (d) Edit > Document Properties
- 5) Flash files are also called  
(a) Flash Guides **(b) Flash Movies** (c) Flash Rulers (d) Flash Timeline
- 6) You can create attractive looking advertising banners with  
(a) Access (b) Word **(c) Flash** (d) Excel
- 7) The default file name extension for Flash file is  
(a) .shw (b) .doc (c) .xls **(d) .fla**
- 8) Any content you generate with Flash is called  
(a) A graphic (b) An interface (c) An animation **(d) An application**
- 9) The tool used to draw brush-like strokes as is you were painting is known as  
**(a) Brush Tool** (b) Lasso Tool (c) Text Tool (d) Zoom Tool
- 10) Which of the following tools is not part of the other shape tools grouped together in the Tools panel?  
(a) Rectangle Tool (b) Oval Tool **(c) Line Tool** (d) PolyStar Tool
- 11) How to draw a perfect circle using the Oval Tool?  
(a) Press and hold down the Ctrl key. (b) Press and hold down the Alt key. (c) Press and hold down the P key.  
**(d) Press and hold down the Shift key.**
- 12) Which tool magnifies a particular area of a drawing?  
(a) The Free Transform Tool (b) The Rectangle tool **(c) The Zoom tool** (d) The Selection tool
- 13) Flash files are also called  
(a) Flash videos **(b) Flash Movies** (c) Flash animation (d) both b and c
- 14) In flash \_\_\_\_\_ specify of each elements appearance and animation  
(a) stage **(b) timeline** (c) workspace (d) none of these

- 15) This area is much like a theatre stage. The white area displays what will be shown on the screen. This area is much like a theatre stage. The white area displays what will be shown on the screen
- (a) Dashboard    **(b) Flash Stage**    (c) Tools Palette    (d) Layers Panel
- 16) This area in Flash is similar to the clipboard in Microsoft Office applications.
- (a) Dashboard    (b) Layers Panel    **(c) Library Panel**    (d) Property Inspector
- 17) This is like a comic strip that shows the important parts of a story.
- (a) Timeline    (b) Photo Story    (c) Comic book    **(d) Storyboard**
- 18) What part of the menu bar allows you to hide/unhide panels?
- (a) View    (b) Edit    **(c) Window**    (d) None of the above
- 19) This deals with the rotation and movement of the object from one point to another in specific frames.
- (a) Tweening**    (b) Shape Tween    (c) Motion Tween    (d) Transition
- 20) The step in production is performed to add more detailed to your scene.
- (a) Improvement of design    **(b) Action Scripting**    (c) Polishing    (d) Create a storyboard
- 21) To start Adobe Flash 8, Click on Start > \_\_\_\_\_ > Adobe Flash.
- (a) Adobe Collection    **(b) All Programs**    (c) Run    (d) open
- 22) This action allows you to save the object in the library panel for future use.
- (a) Importing    (b) Exporting    (c) Convert to text    **(d) Convert to Symbol**
- 23) It allows you to insert text within your flash stage.
- (a) Text Box    **(b) Text Tool**    (c) HTML    (d) Key frames
- 24) By default, this panel is located below the flash environment.
- (a) Library Panel    (b) Property Inspector Panel    **(c) Layers Panel**    (d) All of the above
- 25) This view that is similar to the old interface of flash and is perfect for old Flash users.
- (a) Debug View    **(b) Classic View**    (c) Twining    (d) Transition View
- 26) This is the shortcut key for adding a key frame.
- (a) F5**    (b) Doc File    (c) FLV File    (d) ASF File
- 27) The last step in production. It is done to verify if you have met the goals of the project.
- (a) Brainstorming    **(b) Refining**    (c) Action Scripting    (d) Adding sound
- 28) These are frames that are significant. It is the basis for tweened animation.
- (a) Key frames    **(b) Special Frames**    (c) Master Frame    (d) None of the above
- 29) This type of drawing is a grouped shape; it has a rectangular surrounding in it when selected.
- (a) Merge Drawing    (b) Flash Tool    (c) Oval Tool    **(d) Object Drawing**
- 30) This area in Flash is similar to the clipboard in Microsoft Office applications.
- (a) Merge Drawing**    (b) Flash Tool    (c) Oval Tool    (d) Object Drawing
- 31) The tool that creates a rectangle, which you can customize the sides.
- (a) Rectangle tool    (b) Square tool    **(c) Rectangle primitive tool**    (d) Oval tool
- 32) The two ways to draw fills in a drawing?

- (a) Ink and Pencil    **(b) Brush and Spray**    (c) Oval and Shape    (d) Fill and Autofill
- 33) The brush option that paints behind the object on the stage.  
 (a) Paint Inside    (b) Paint Selection    **(c) Paint Behind**    (d) Paint Normal
- 34) A powerful tool in flash that allows you to have greater control when creating lines.  
 (a) Powerline    (b) Line Tool    (c) Powertool    **(d) Pen Tool**
- 35) This tools allows you to scale, rotate and skew objects in the flash stage.  
 (a) Merge Tool    (b) Free Convert Tool    **(c) Free Transform tool**    (d) Object tool
- 36) The Windows > Align > Entire Stage makes the\_\_\_\_\_.  
 (a) object align with another object    **(b) object fill the entire stage**    (c) object fill another object  
 (d) object fill the entire screen
- 37) This tool allows you to modify the gradient in three ways.  
 (a) Merge Drawing    (b) Flash Tool    **(c) Gradient Transform Tool**    (d) Object Drawing
- 38) To make an object transparent,\_\_\_\_\_ the should be set in the Property Inspector panel.  
**(a) Alpha Value Settings**    (b) Transparency Settings    (c) Color Settings    (d) Object Settings
- 39) This tool is useful when you are zoomed in and need to move around an area in your artwork.  
 (a) Merge Tool    (b) move Tool    **(c) Hand Tool**    (d) Zoom Tool
- 40) This tool allows you to grab a color of another object and apply it to another.  
 (a) Merge Tool    (b) Move Tool    (c) Hand Tool    **(d) Eyedropper Tool**

**Fill in the blanks**

10 x 1 = 10

- 41) \_\_\_\_\_ tool is used to create straight line on the stage.  
**Line**
- 42) A circle can be drawn using the Oval Tool by pressing and holding the \_\_\_\_\_ key.  
**Shift**
- 43) You can also draw a square using the \_\_\_\_\_ Tool  
**Rectangle**
- 44) \_\_\_\_\_ Tool used for erasing objects just like a normal eraser  
**Eraser**
- 45) File created in Flash automatically gets the \_\_\_\_\_ extension.  
**.fla**
- 46) \_\_\_\_\_ is used to draw straight lines.  
**Line Tool**
- 47) \_\_\_\_\_ is used to draw rectangular shapes.  
**Rectangle Tool**
- 48) \_\_\_\_\_ is used to transform a gradient fill by adjusting the size, direction, or center of the fill. The Free and Gradient Transform tools are grouped within one icon on the Tools panel.  
**Gradient Transform Tool**

49) \_\_\_\_\_ is used to draw objects with properties, such as corner radius or inner radius, that can be changed using the Properties panel.

**Primitive Rectangle and Oval**

50) \_\_\_\_\_ is used to create 3D effects by rotating movie clips in 3D space on the Stage.

**3D Rotation Tool**