



**RAMAGYA SCHOOL, NOIDA**  
VIII/CYBER/2017-18  
OLYMPIAD PRACTICE WORKSHEET

1. The objects created in one layer cannot be moved to another one, because each layer is closely bound to its objects.

A.True

B. false

2. If we activate the option Block layers of a layer, it is guaranteed that no object from the ones located in this layer will be able to suffer any alteration.

A.True

B. false

3. If we have a layer A that masks another layer B... Are all the objects of the layer B visible?

A. Yes

B. No

4. This key uniquely identifies each record

a. primary key

b. key record

c. unique key

d. field name

5. A database language concerned with the definition of the whole database structure and schema is

a. DCL

b. DML

c. DDL

d. All of above

6. What does the show check box in query design window indicate

a. It indicates whether the field is to be used or not

b. It indicates whether the field is to be displayed in query result or not

c. It indicates whether the field names to be displayed in query result or not

d. None of above

7. Which of the following is not a type of relationship that can be applied in Access database

a. One to One

b. One to Many

c. Many to Many

d. All of above can be applied

8. To start Adobe Flash, Click on Start> \_\_\_\_\_>Adobe Flash

A. Adobe Collection

B. All Programs

C. Run

D. Open

9. 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

10. It allows you to insert text within your flash stage.

- A. Text Box
- B. Text Tool
- C. HTML
- D. Key frames

11. 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

12. 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

13. This is the shortcut key for adding a key frame.

- A. .FLA
- B. .Doc File
- C. .FLV File
- D. .ASF File

14. 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

15. 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

16. These are objects that have been converted so that you can use the same image a number of times in a movie. You can also use this to do fade effects, rotation effects, and flip effects.

- A. Layer
- B. Symbols
- C. Clip art
- D. Tween

17. Designed to be an interactive object. You create these so that action scripts can be used to control other objects or events in the movie.

- A. Layer
- B. Mask
- C. Button
- D. Tween

18. This is, by far, the most tedious way to create animations.

- A. Shape Tween
- C. Mask

- B. Motion Tween
- D. Frame-by-Frame

19. This is used to change an object from a circle to a square.

- A. Mask
- C. Motion tween

- B. Shape tween
- D. Morphing

20. Use this to make a symbol disappear from view (great for changing pictures). You would use motion tween for this method. You have to change the "alpha" setting of the symbol. Alpha represents transparency.

- A. Zoom
- C. Fade Effect

- B. Masking
- D. Morphing