1. **Circle the correct option.**
   a. (iii)  
   b. (i)   
   c. (iii)  
   d. (iii)  
   e. (i) 

2. **Fill in the blanks.**
   a. Layer 1   
   b. New Layer   
   c. red   
   d. instance   
   e. Tint 

3. **Put a tick (✓) for the correct statements and a cross (✗) for the wrong ones.**
   a. ✓   
   b. ✓   
   c. ✓   
   d. ✓   
   e. ✓   
   f. ✗ 

4. **Answer the questions.**
   a. The Timeline in Flash controls the timing and sequencing of the elements and objects placed on the stage to create a Flash movie (or animation). It organises the entire content of a movie in layers and frames. The layers are displayed on the left side of the Timeline window, whereas the frames contained in each layer are displayed on the right side.
   b. Frame is the smallest unit of a Flash movie (animation) and is represented as a small rectangle on the right side of the Timeline window. Frames determine the content that should appear at a specific point of time in a Flash movie.
   Some frames in the Timeline window are used to define the changes in the animation. These frames are referred to as keyframes (indicated by a black solid circle in the Timeline). A keyframe is used to define the start or end of an action in the animation or a change in the object’s properties for an animation.
   To insert a keyframe in the Timeline window, follow these steps.
   1. In the Timeline window, click in the rectangle where a keyframe is to be inserted.
   2. Click the Insert menu and point to Timeline. A submenu appears.
   3. Click Keyframe to insert a keyframe.
   c. To select frames in the Timeline window, follow any of these steps.
      - To select a single frame, simply click on it.
      - To select the multiple contiguous frames, click on the first frame to be selected, press and hold the Shift key on the keyboard and then click on the last frame to be selected.
      - To select the multiple noncontiguous frames, click on the first frame to be selected, press and hold the Ctrl key on the keyboard and then click on the other frames to be selected one by one.
      - To select all frames in the Timeline, right-click any frame in the Timeline window and then click Select All Frames from the shortcut menu that appears.
   d. The layers can be thought of as a set of transparent sheets stacked on the top of one another to form a complete image. Layers help to work on the objects of one layer without affecting the objects of the other layer.
   To rename a layer, double-click on the name of the layer in the Timeline window and then type the new name for the layer.
e. The differences between a symbol and an instance are given below.
   - A symbol is a reusable graphic image, button, movie clip or text that is stored as a part of a Flash movie, while an instance is an occurrence of a symbol on the stage. Every time a symbol is inserted into a movie, a new instance of that symbol is created.
   - If a symbol is modified, Flash automatically updates all its instances. However, the properties of a particular instance of a symbol can be changed without affecting the other instances.

To convert a drawing into a symbol, follow these steps.
1. Click the Selection Tool in the Tools panel and then select the drawing object that is to be converted into a symbol.
2. Click the Modify menu and then click Convert to Symbol. The Convert to Symbol dialog box appears.
3. Type an appropriate name for the symbol in the Name text box.
4. Select the type of the symbol (Movie Clip, Button or Graphic) from the Type drop-down box.
5. Click OK. The symbol is added to the library and the drawing object selected on the stage becomes the instance of that symbol.

f. In frame-by-frame animation, the content of the stage changes in every frame. Each and every frame needs to be manually animated to achieve the animation effect. It is time consuming and increases the file size as well. On the other hand, in tweened animation, only the first and the last keyframe need to be animated because Flash automatically animates the intermediate frames to produce the desired animation sequence. It is faster and smaller in size than frame-by-frame animation.

g. Motion tweening and shape tweening

5. Application-based questions.
   a. Nitika is not able to make changes in the 'Clouds' layer as it is locked. To make changes, she needs to unlock the layer. To unlock the 'Clouds' layer, she should click in the Lock column to the right of the layer.
   b. To show the movement of bike along a specific path (zigzag in our case), Daksh should create a Motion Tween animation using the motion guide. Motion guide is applied on a separate layer and makes the object move along a predetermined path.