

Chapter Review Questions and Answers

Chapter 1

1. What is a protocol?

A protocol is a set of rules that allows digital communication across a variety of computer platforms. It includes Email, FTP (file transfer protocol), Listservs, Newsgroups, Bulletin Boards, Chat Rooms, and the World Wide Web.

2. For what does HTML stand?

Hypertext Markup Language

3. What are Web-safe colors?

Web-safe colors are RGB light source colors that can be viewed on the WWW without dithering or shifting the color. There are 216 colors that are cross-platform.

4. What punctuation marks are required when defining a color?

These marks must surround the color number: “#”

5. What tags are absolutely necessary to define a Web page?

`<html> </html>`, `<head> </head>`, `<title> </title>`, `<body> </body>`

6. How can you provide additional information for a search engine?

Inside of the HEAD tag you can add a META tag to identify Keywords or Content-type (Description). The `<meta>` tag is followed by the codes “keywords” or “content-type”.

Chapter 2

1. Why are images so important?

Images speak to our emotional selves and are absorbed without critical thinking. We believe in pictures as the truth.

2. What are some common image extensions?

JPEG, JPG, GIF, PNG, and SVG

3. How do you create a link?

by surrounding the information with `<a>` ``

4. What is a TABLE?

A TABLE is a way to organize HTML information. TABLEs are made up of CELLS that are then arranged into rows and columns.

5. When would you want to use a TABLE?

Use a table anytime you want to organize information or images or both into a grid that will keep the information or images from jumping around on the page.

6. What does `<rowspan>` mean?

to have a column span more than one row

Chapter 3

1. What is the importance of organizing information for a Web site?

to visually present information and help the user move around in the Web site clearly, concisely, and effectively

2. Is Dreamweaver a vector-based or pixel-based Web authoring program?

pixel-based

3. How can you edit a site definition?

From the menu bar, select Site>Manage Site. Highlight the site that you want to edit and choose Edit.

4. How do you draw a layout cell?

Start in Layout View. Choose the Draw Layout Cell icon and move your

pointer to the Document window. Click in the upper left corner and drag down and to the right to define a cell.

5. When do you use the Properties window?

whenever you want to display and modify information for any selected object or text

6. What is an Image Map?

An Image Map is an image that has been divided into regions, or “hotspots”. When a hotspot is clicked, an action occurs.

Chapter 4

1. What are the three key ingredients for successful navigation?

clarity, consistency, and efficiency

2. What are three important considerations when designing a Web page?

any of the following: site and information design, interaction design, interface design, graphic design, HTML engineering, and programming

3. What is slicing?

Slicing divides the Photoshop or Illustrator page into sections that can then be redefined as cells in an HTML table. Slicing creates organization and faster download times.

4. How do you create a slice?

Use the slice tool to create divisions, then choose File>Save for Web.

5. How can you create a link that opens a new browser window?

by targeting the link as `_blank`

6. How do you access the Page Properties window?

In the document window, from the menu bar, choose Modify>Page Properties.

Chapter 5

1. What is a frame-based document?

A frame-based document is an HTML organizational tool in which two or more individual HTML pages (frames) work together to look like a single page in a browser. Each frame is a single HTML document that acts independently. The HTML pages are held together and defined by a defined frameset HTML page.

2. How do you access frames?

To access frames, make certain that you are in the Standard Layout mode of the Layout Tab of the Insert Bar. The icon to access frames is the second icon from the right in the Insert Bar.

3. What is the difference between Save and Save Frame As in Dreamweaver?

Save will only save the document in which you are working. Save Frame As will save the frame as part of the frameset.

4. How can you access a frameset in the Dreamweaver document window?

From the document window menu bar, select View>Visual Aids>Frame Borders. Click on the heavy outlines around the frames in the document window.

5. What is a rollover?

A rollover lets you seemingly stack two images on top of one another. This appears as button highlighting. A simple image rollover makes three things happen. First, the images preloads when the Web page loads so that the rollovers are ready to go. Second, when the user mouses over the specified image, a different image file is displayed. Finally, when the user mouses away from the image, the original image is restored.

6. How can you create a rollover image?

You will need to create separate images for the navigation elements and their rollovers in Photoshop or Illustrator. Save for the Web and from the Document window menu bar, select Insert>Images>Rollover Image or simply click on the Image button of the Common Tab of the Insert Bar. In either case, the Insert Rollover Image dialog box will appear. Select the

source of the original image and the rollover image by typing the file names in the respective text boxes or clicking Browse to use the Original Source dialog box to select a local image. Leave the Preload Rollover Image box selected.

Chapter 6

1. What are the different states in four-part navigation?

A four-part navigation refers to the states of the mouse cursor. The Up State refers to the navigation image that sits on the page when it loads into the browser. The location of the mouse is not important as long as it is not over the image. The Over State refers to the image that appears when the user rolls the mouse over the Up State. The Hit State refers to the image that appears when the user clicks on the Up State. Finally, the Over While Down State refers to the image which appears after the navigation image has been clicked.

2. How is gesture considered when designing navigation?

The human gesture as it relates to technology is the user moving the mouse over the button. The resulting gesture is an interaction with technology creating an experience between human cause and technological consequences.

3. What is one consideration when using the concept of less is more?

Simplifying an image to its basic components or zooming in on the image to show only a small portion of it are all ways to visually describe an image in a reduced fashion. Reducing the image to the simplest visual possible while remaining clear is the process of creating an icon. To use the concept of less is more allows the viewer to visually finish the image thus engaging the user's conceptual process.

4. What is a style?

A style is a set of options saved to be used universally in a document or several documents.

5. How can you access a created style?

Styles are available through the Style drop-down menu in the Properties window, the Modify>Page Properties dialog box, and the Design palette. You can access a style in a different HTML page through Text>CSS

Styles>Manage Styles>Attach.

6. Where is Edit Style located?

You can edit a style through the Design pane. The lower right icon is the Edit Style icon. Click on this.

Chapter 7

1. Why use layers?

Layers offer the ability to add graphic elements that are not limited to the grid of cells, tables, or imported images. Once a layer is drawn, you can import images into it, add text, or you can use it simply as a graphic element by giving it a background color or any combination of the above.

2. How can you access layers?

You can access layers through the Insert pull-down menu. Scroll down to Layout Objects then over to Layers. This will place a layer on the page where the cursor was sitting. Alternately, and more precisely, from the Insert Bar of the Layout tab, choose the Layer icon. This icon will not be available if you are in Layout mode. You must be in the Standard or Expanded mode.

3. How do you make changes to layers?

Click on the edge of the layer shape to access the Properties window where you can type in the x and y coordinates, width and heights, color, and so forth. You can do anything in a layer that you can do on a page.

4. What is FTP?

File transfer protocol is a set of rules by which files can be transferred to and from the Internet.

5. When can you upload to the Internet?

After you have purchased a host, configured the Server information, and prepared your files, you can upload the Internet. Once connected, the connect icon will change to a disconnect icon and a remote file list will appear. To upload your files, select what you want to upload from the local files and click the Put icon.

6. What must be the name of the first page in your Web site?

index.html or index.htm

Chapter 8

1. What is the document work area called?

a stage which is the actual area in which your images display, and a work area which is the space that extends beyond the stage on all sides but is outside the visible frame of the final, published document

2. How do you draw a circle with a Flash tool?

With the shift key pressed, use the Oval tool.

3. What is the timeline?

The timeline is a record of every frame, layer, and scene that makes up your document.

4. What is the playhead?

The small red rectangle with the line extending down from it in the timeline is called the playhead. You can position the playhead where you want to be in the movie simply by dragging it to the appropriate frame.

5. What is the difference between a keyframe and a blank keyframe?

A keyframe holds new content while a blank keyframe is empty. Use the Insert>Timeline>Blank Keyframe command when you want to change the contents of the stage. Use Insert>Timeline>Keyframe when you want to duplicate the content of the preceding keyframe. A dark bullet in a frame in the timeline indicates a keyframe with content. A hollow square indicates the last frame of that content and the gray tint on the frames in between indicates the continuing content.

6. What are a few ways to alter a shape or line?

With the Pen tool, alter, delete, or add points. With the Subselection tool, you can alter the handles of points. Use the smooth option of the Pencil tool. With the Free Transform tool, you can scale, rotate, and adjust.

Chapter 9

1. Where do you locate Create Motion Tween?

A motion tween is accessed through the pull-down menu of Insert>Timeline>Create Motion Tween.

2. What is a motion tween?

A motion tween in effect accomplishes frame-by-frame animation with a formula. Keyframes are required on either end of a motion tween.

3. What happens to an object when you apply a motion tween to it?

Flash creates the in-between frames, breaking the motion into a series of small changes through a mathematical process.

4. What is a motion guide?

A motion guide is a path that guides the movement of a symbol in a motion tween.

5. How do you make an object follow a given path?

You do this by creating a defined motion guide layer. Then, drag the symbol to reposition the registration mark directly over the beginning of this path.

6. How do you transfer an object from Illustrator to Flash?

In Illustrator, you can export a graphic or series of graphics to .SWF format either as a single .SWF document, Illustrator layers to Flash frames, or Illustrator layers to Flash files.

Chapter 10

1. What is a mask?

A Flash Mask is like a window envelope. The mask is the window of the envelope and the linked, or masked layers, are the papers inside. You can move the window around to see the various bits of information or you can move the papers beneath the window around or both. You can also animate the window.

2. How do you define a masked layer?

From the Modify pull-down menu, choose Timeline>Layer Properties to display the layer properties window. In the Type section, select Mask and rename the layer to identify it as a mask. Click OK. Flash turns the selected layer into a mask and changes the layer icon.

3. Can you animate a mask?

Masks can have motion tweens applied to them, be one or more editable shapes, and affect many linked layers.

4. What is a bitmap image?

In Flash, a bitmap image is a one-bit image using only black and white pixels.

5. What does it mean to “trace” an image?

Tracing an image converts a pixel-based image into a vector-based image.

6. How can you preserve transparency in an image for import into Flash?

Create a transparent layer in Photoshop and save as a PNG.

Chapter 11

1. What is ActionScript?

the programming language that Flash uses to stop, start, or otherwise create action or move a user around within a Flash Web site

2. What is syntax?

ActionScript has its own rules called syntax that organize and control such things as word order, capitalization, spaces, and punctuation. Syntax uses punctuation marks much like you would use mathematical symbols. Some common syntax marks are dots, semicolons, braces, and parenthesis.

3. How is ActionScript applied differently to a frame than it is to an object?

An object-based script tells the movie what to do next and is usually indicative of a goto action. To apply an action to an object, click on the

object itself and assign the action. A frame-based script tells the timeline what to do next, such as stop the movie. To apply an action to a frame, insert a keyframe, click in the keyframe, and assign the action.

4. How is the button symbol timeline different from the main document timeline?

Button symbols have their own four-frame timeline and sit within one frame of the main document timeline.

5. What are the key ingredients of a button symbol timeline?

up, over, down, and hit states

6. What are the basic codes used to assign an action to a button symbol?

on and goto

Chapter 12

1. What is a movie clip?

A movie clip is a symbol with its own timeline.

2. How many layers can a movie clip contain?

A movie clip sits in one frame of the document timeline and has its own timeline with as many layers as desired.

3. Where can a designer use a movie clip?

Movie clips can be nested inside of Button Symbols, inside of other Movie Clips, or simply placed in the document's timeline. Some designers will use movie clips as an organizational tool. Each "page" of the Web site is in fact a movie clip.

4. Does a movie clip have to contain animation?

no

5. Where are ActionScripts that control movie clips?

onClipEvent, stop, startDrag, stopDrag, load and unload to name a few

6. What does the script `_root` reference?

the first level or main document of a Web site

Chapter 13

1. How can you sync a sound to an action?

Set the sound's sync to Start in the keyframe in which an action is assigned.

2. Where do you go to edit a sound?

You can manipulate sounds through the Edit Envelope available from the Properties window. Here you can change the fades, loops, and edits.

3. What tool do you use to view the effects of sound on a movie's profile?

the bandwidth profiler available through the Test Movie mode

4. What are four ways to compress sound?

For short sounds, choose ADPCM.

For longer streaming sounds, choose MP3.

Set kHz at 22 or 11, choose lower bits, and mono or stereo.

To omit sound compression, choose Raw.

To set compression for sounds consisting of spoken words, choose Speech.

5. What is the Video Import Wizard?

In Flash, when you import a video, a new window will open called Video Import Wizard. With this window, you can embed or link a video.

6. How can you edit video in Flash?

In the Video Import Wizard window, choose Edit First. A new window will open with an editing mode. Move the triangles around to edit, preview, and create clips. The clips that you create will show up in the Clip pane.

Chapter 14

1. What is an instance?

It is each individual time that a symbol is used. Different actions and properties can be assigned to each instance.

2. What does it mean to distribute to layers?

an organizational tool that when an object has been broken apart, each part of the object is distributed to its own layer and named

3. How can you add frames to more than one layer at a time?

Click in a frame on the first layer. Hold down the shift key and click in the same frame of the last layer. This should highlight the frame in all of the layers. Choose Insert>Timeline>Frame. All layers will add these frames.

4. How can you copy frames and layers from one scene to another?

In the first scene, highlight the frames and layers that you want to copy. Choose Edit>Timeline>Copy Frames. Place your cursor in a single frame in the next scene. Choose Edit>Timeline>Paste Frames. Flash will paste the frames, layers, layer names, and ActionScript in exactly the same place each time.

5. What panel do you use to change the name of a scene?

the Scene panel

6. How can scenes be effective in organizing a Web site?

by treating each scene as a Web page

7. When would you want to use scenes to organize a Web site?

when your Web site is text heavy and image light

Chapter 15

1. What is loadMovieNum?

a root ActionScript.

2. How does loadMovieNum work?

LoadMovieNum is a root ActionScript that loads a SWF file on top of another SWF file. It doesn't actually replace the original SWF file. Instead, it treats the background of the top SWF as transparent.

3. Do you need HTML documents beyond index.html?

no

4. Can you place navigation inside of a movie clip?

yes

5. When would you want to use the loadMovieNum method to organize a Web site?

when your Web site is image heavy

Chapter 16

1. What does the Bandwidth Profiler show you?

The Bandwidth Profiler will show the amount of data that is being transmitted against the movie's timeline. The bars represent the number of bytes of data per frame. The bottom line (highlighted in red) represents the amount of data that will safely download fast enough to keep up with the movie's frame rate.

2. What can you accomplish on the Formats tab of the Publish Settings dialog box?

The Formats tab allows you to determine the file names and extensions that will be read by the browser.

3. What can you accomplish on the Flash tab of the Publish Settings dialog box?

The Flash tab settings are going to determine who can view your site and what the quality of that viewing experience will be.

4. What can you accomplish on the HTML tab of the Publish Settings dialog box?

The HTML tab controls the published HTML file. This is the actual file that

the browser will read.

5. How can you identify information for a search engine?

by adding the <meta> tag along with keywords and content description inside of the <head> </head> tags

6. How can you upload a SWF file from your computer to the Internet?

through an FTP program once you have contracted with a host, have a user ID, and a password