1. **Question** Related to: Textbook Chapter 6

What three options are available via the Timeline for all layers in Flash?

**Answer**

Show layer as outlines, lock/unlock layer, hide/show layer

2. **Question** Related to: Textbook Chapter 6

Which statement is true about using mask layers in Flash?

**Answer**

Masked layer strokes are not ignored, and Mask layer strokes are ignored.

3. **Question** Related to: Textbook Chapter 6

What is the function of the Flash menu option: Modify -> Timeline -> Distribute to Layers?

**Answer**

Cut selected graphics from the stage and redistribute them on the stage but each on its own layer.

4. **Question** Related to: Textbook Chapter 7

What is a difference between a Graphic Symbol instance and a MovieClip Symbol instance?

**Answer**

A MovieClip symbol instance operates independently of its parent timeline.

5. **Question** Related to: Textbook Chapter 7

What are two main benefits of using symbols in Flash?

**Answer**

To reduce FLA and SWF file-size and to avoid repeatedly drawing identical assets.

6. **Question** Related to: Textbook Chapter 7

What is NOT true about Object-Level Undo?

**Answer**

It is the only undo method possible in Flash.