ActionScript Basics Take-Home Test

# **Rules**

This is a written take-home test. No computer is needed. You may not discuss or otherwise communicate about the test with anyone other than me, the teacher, but you are allowed to use other resources, even the Internet and old examples from class. If you have questions about the test, you must ask me them outside of regular class time. This test is due at the start of class on Thursday.

I \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (your name) will abide by the rules described above.

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Student Signature

# Section 1 (10 points)

For this section, assume the following:

* Scene 1 has 20 frames
* Scene 1 has instance of a symbol that looks like a chicken. The instance has an instance name “chicken”.
* The symbol that looks like a chicken has an animation in its timeline that lasts 10 frames.
* The symbol that looks like a chicken has inside it an instance of a symbol that looks like an eye. The instance has an instance name “eye”.
* The symbol that looks like an eye has an animation in its timeline that lasts 7 seconds.

1. Write a line of code to stop the Scene 1 playhead.
2. True or False (Circle One): This will stop all of the animation.
3. On frame 14 of Scene 1, write code to stop the chicken’s playhead.
4. With the code you wrote for the last question, what frame of the chicken’s timeline did the playhead stop on?
5. On frame 10 of Scene 1, write code to stop the Scene 1 playhead, the chicken playhead, and the eye playhead.

# Section 2 (10 points)

For this section, assume the following:

* A symbol that looks like a skyward-facing sword is in the library with a linkage name SkywardSword.
* The sword has a height of 100.
* The sword has a width of 30.
* The registration point of the sword is horizontally in the center and vertically at the very bottom of the hilt (handle).

1. Write code to create a new instance of the sword and make it display on the stage.
2. Write code to place your newly-created instance in the center of the stage (assume stage dimensions are 550 by 400). That is, the registration point of the sword should be exactly in the center of the stage.
3. Write code to rotate the sword so that it is facing downwards.
4. Write code so that the height of the sword is 200 instead of 100.
5. In the stage provided, draw a picture of what the sword now looks like. It doesn’t need to look good, but it should be in the right position, be the right size, and be facing the right direction.

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# Section 3 (10 points)

For this section, assume the following:

* Your name is Ganon and you run a disreputable casino to help fund your evil plots.
* The most popular game at your casino is called Rupee Rip-Off.
* Customers at your casino believe Rupee Rip-Off works like this:
  + The player pays 5 rupees (money) to play.
  + The player is presented a number (ostensibly random) between 1 and 10.
  + The player gets rupees equal to the number presented.
* Rupee Rip-Off actually works like this:
  + The player pays 5 rupees to play.
  + **35% of the time the player is presented a random number 6-10. 65% of the time the player is presented with a random number 1-5.**
  + The player gets rupees equal to the number presented.

1. Imagine you’re creating Rupee Rip-Off in Flash. Write a function (with no parameters) that returns a “random” number 1-10 (**see the text in bold above**).