Quiz: ActionScript Basics

1. Assuming you wanted the playhead to stop on a given frame, you would type
   1. stop
   2. stop()
   3. stop();
   4. stop(3)
2. Assuming you wanted to create a new variable to keep track of the player’s score but not assign it a value, you would write
   1. var score = 0;
   2. var score:String = “0”;
   3. var score:Number = 0;
   4. var score:Number;
3. Which of the following is a String literal?
   1. “hello”
   2. var example:String
   3. String
   4. 47
4. True of False (Circle one): A runtime error will appear the moment you press ctrl+enter to test your program.
5. True or False (Circle one): Assuming an instance named ghost, you could make the ghost halfway invisible by typing the following: ghost.alpha = 50;
6. (3 points) Assuming you have a movie clip symbol of a house, what would you do to create a new instance of that symbol in the code? Explain yourself, and then write actual code.
7. (2 points) In programming, is *score = 3* the same as *3 = score*? Explain.