Revolution Object/Property Assignment

This exercise is designed to reinforce the topics covered in lecture and to introduce you to the concept of properties and the various properties assigned to object types in Revolution and prepare you for the lecture on the same topic.

1. Create a new stack with four cards.
2. On the first card, place a text field with your name in it.
3. On the second card create three buttons of varying types. Include a field indicating the card number.
4. On the third card create three graphics of varying types. Include a field indicating the card number.
5. On the fourth card, create a field and please answer the following questions:
    A. What is a property (within the context of Revolution)?
    B. How does one access the properties of an object?
    C. Name four properties common to all objects.
    D. How does one change a specific property of an object?
6. Save the stack with **YourNameObjects.rev** as its filename.

This assignment is due by the beginning of class on the due date specified in the class schedule. Turn in your completed assignment by dragging a copy of the stack from your data disk into the **Assignment Drop** folder in the **CHum 281** folder on the CHum 281 server (hummac.byu.edu) as explained before.

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