

Fundamentals of Interactive Design—Study guide for Final Exam--Wednesday 6/10/09

1. HTML & Web

a. Concepts

- i. What is a computer network?
- ii. Server/client
- iii. What does HTML stand for?
- iv. Who “invented” the World Wide Web
- v. FTP

b. Code

- i. Basic structure of all HTML documents
- ii. What is a *block level element* and how many do you know?
- iii. Correct HTML tag syntax
 1. Opening and closing
 2. Self-closing
 3. attributes
- iv. Correct CSS rule syntax
- v. Document paths: relative vs. absolute
- vi. Structure of HTML tables

2. Flash & Rich Media

- a. The interface: timeline, stage, library, properties inspector
- b. Three kinds of symbols. How are they different?
- c. Two kinds of tweens
- d. Be able to identify other Flash elements and concepts
 - i. Symbol-edit mode
 - ii. Motion guides
 - iii. Ease
 - iv. Keyframes
 - v. ActionScript