**Chapter 3 – Working with symbols and interactivity – Vocab List**

**Vocab Quiz Friday 2-5-2016**

**Bitmap images**

Made up of a group of tiny dots of color called pixels.

**Down**

Represents how the button appears after the user clicks the mouse.

**Drag Over**

When the user holds down the mouse button, moves the pointer out of the button Hit area, and then back into the Hit area.

**Hit**

Defines the area of the screen that will respond to the click.

**Instances**

The copies of the original symbols.

**Key Press**

When the user presses a predetermined key on the keyboard.

**Over**

Represents how the button appears when the mouse pointer is over it.

**Pixels**

Picture elements or tiny dots of color.

**Release**

The default event in which the user presses and releases (clicks) the mouse button.

**Roll Over**

When the user moves the pointer into the button Hit area.

**Symbol**

The original drawing.

**Up**

Represents how the button appears when the mouse pointer is not over it.

**Vector graphics**

Represent an image as a geometric shape made up of lines and arcs that are combined to create various shapes, such as circles and rectangles.