If you like playing interactive games, you will love this tutorial.
I am using Flash 8 Professional.
Time to complete: 30 minutes (To create the necessary objects and add them into a quiz)

1. Open your Flash MX/Flash 8 program.

2. If you want to import a drawing you can, but for this we will be using rectangles. In the tools panel, select the square/rectangle tool and deploy a shape on the stage, Keep the shape small, but big enough to write text on. If you want you can colour your circle.

3. Next you need to right click the shape and choose Convert To Symbol.

4. Name it and convert it to a Movie Clip.

5. Next in the same way make another box (this is the drop zone, as you have created the drag).

6. Now you need to open up a new Flash document - the wizard for making quizes. File --> New.

7. When you have chosen a look for your quiz, you can delete all the other quiz question types (the fill-in-the-blank, select the correct answer, and the combo and radio boxes), so you should be left with only the drag and drop component frame.

8. Choose File --> Save As... Save it to your desktop in a folder called 'Drag and Drop Tutorial'. Choose OK.

9. Next you must break apart the instances on the stage by right clicking on it and choosing Break Apart. This may need to be done twice as not all of the instances are broken at first.

10. Next open the untitled file in the other window (the one where you made your new instances), and copy the movie clips over to the quiz document by right clicking on them and choosing copy.

11. Open the quiz file you have and select any free space on the current layer where the main instances of the movie are. Right click and choose paste.

12. All the drag and target Movie Clips that the template put there can be deleted.

13. Choose File --> Save.

14. Drag your Movie Clips into place where you want.

15. Select one of the Movie Clips and look at the properties box. If the properties box isnt open then go to Window --> Properties.

16. For each object, in the Properties box, put a short name into the Instance Name box. This will be needed later. A short name may be Drag1.

17. Continue with the other instances and even the drop instance needs naming. Every instance must be called something different, otherwise Flash will get confused to whether what answer to take. A short name may be Drop1.

18. Choose File --> Save.

19. Select the Drag And Drop Interaction box, located to the left of the stage. Next in the Properties box choose the parameters tab instead. Then click Launch Component Parameters.

20. Next we want Flash to recognise the fact that the instances we have created are in fact buttons. In the Drag object Name matches, and the Target object name matches boxes, delete every piece of text shown.

21. Enter the instance name of your drag clip in the drag side, e.g. Drag1. The target name on the other, e.g. Drop1. The names have to match the instance names defined earlier.

22. Close the Components Inspector.

23. Choose File --> Save.

24. Choose File --> Publish Settings. Untick HTML checkbox and click Publish. Your file will now be published in .swf format only.

25. Navigate to your file by minimising Macromedia Flash, opening your folder on the desktop called Drag And Drop Tutorial. Then double click on your .swf file.

26. Drag the drag instance to the target instance. Then press the Control Button and look at the dynamic text box.