Name:

Drafting & Design: Section 1 – Chapter 4: CAD Commands and Functions

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1. The instructions you provide to CAD software to achieve the end result are called

   _____.

2. _____ menus appear at the top of Windows based software.

3. What type of commands allow you to begin, save, and open drawings?

   _____

4. A _____ is a drawing file with preconfigured user settings.

5. In the Cartesian coordinate system, the horizontal axis is the _____ axis and

   the vertical axis is the _____ axis.

6. _____ commands (such as the **line** command) allow you to create objects on

   the computer screen.

7. Identify four common methods of defining a circle.

   _____

8. A(n) _____ is a portion of a circle.

9. A(n) _____ is a closed circular object with an oval shape.

10. A regular _____ is an object with sides of equal length and included angles.

11. You can add text to a drawing using the _____ command.

12. _____ is used in section views to show cutaway parts and to represent

   specific materials.

13. Which of the following is *not* a common editing or inquiry command?

   A. Rotate

   B. Extend

   C. Dimension

   D. List

14. The _____ command permanently removes selected objects from the

   drawing.

15. The _____ command reverses the last command.

16. The size of existing objects can be changed using the _____ command.

17. A _____ is just like a fillet, except it is an exterior arc.

18. Extending an object lengthens the object to end precisely at an edge called a _____ edge.

19. The **array** command is essentially a _____ function.

20. The _____ command is used to calculate the area of an enclosed space.

21. Name three display control commands.

_____

22. The **zoom** command increases or decreases the _____ factor.

23. Name the five basic types of dimensioning commands.

_____

24. A(n) _____ is used to provide a specific or local note.

25. Grid, snap, and ortho are examples of _____.

26. Name the two types of snap.

_____

27. A(n) _____ is a virtual piece of paper on which CAD objects are placed.

28. _____ are special objects that can best be thought of as symbols inserted into a drawing.

29. One of the biggest advantages of using blocks and attributes is the ability to automatically generate _____.

30. An isometric drawing is a traditional 2D _____ drawing.

31. Surface modeling creates 3D objects by drawing a skin, often over a _____.

32. UCS is an abbreviation for _____.

33. Define *animation.*

_____

_____