# Introduction to AutoCAD 2008

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## Answers to Multiple choice questions

## Chapter 1

**1.** The toolbar at the top of the AutoCAD 2008 window is:
- **(a)** The **Draw** toolbar
- **(b)** The **Modify** toolbar
- **(c)** The **Standard** toolbar
- **(d)** The **Properties** toolbar

**2.** The **DesignCenter** palette can be opened from the:
- **(a)** **Layer** toolbar
- **(b)** **Properties** toolbar
- **(c)** **Modify** toolbar
- **(d)** **Standard** toolbar

**3.** Press the **F9** key of the keyboard for:
- **(a)** **Grid** on/off
- **(b)** **Snap** on/off
- **(c)** **Ortho** on/off
- **(d)** **Osnap** on/off

**4.** In the coordinate system of AutoCAD 2008:
- **(a)** Positive **x** figures are to the left
- **(b)** Positive **x** figures are to the right
- **(c)** Positive **x** figures are in the direction vertically upwards
- **(d)** Positive **x** figures are in the direction vertically downwards.

**5.** Drawing templates are held in files with the file extension:
- **(a)** *.dwt
- **(b)** -*.dwg
- **(c)** *.bmp
- **(d)** *.dwr.

**6.** A *left-click* on a name in a drop-down menu showing three dots (**...**) appearing after the name means that:
- **(a)** A command name will appear at the command line
- **(b)** A dialog will appear on screen
- **(c)** A sub-menu will appear
- **(d)** A tool will be activated.

**7.** AutoCAD 2008 can be opened with:
- **(a)** A *left-click* on the AutoCAD 2008 shortcut icon in the Windows desktop
- **(b)** By typing **acad** at the keyboard
- **(c)** Automatically when the computer is switched on
- **(d)** By selecting from a list which appears on screen when the computer is switched on.

**8.** The term *dragging* means:
- **(a)** *Left-click* on an item and the item can be moved to another position on screen
- **(b)** *Double-click* on an item. The item can then be moved to another point on screen;
- **(c)** Holding down the left-hand button of the mouse on an item can be moved to another point on screen
- **(d)** Press the right-hand button of the mouse. This allows an item to be moved anywhere on screen.

**9.** An arrow appearing after a name in a drop-down menu means that:
- **(a)** A command name will appear at the command line
- **(b)** A dialog will appear on screen
- **(c)** A sub-menu will appear
- **(d)** A tool will be activated.

**10.** A tool tip is:
**(a)** The tool name appearing in a rectangle when the cursor is placed on a tool icon
**(b)** The name given to a tool
**(c)** The instruction which appears at the left-hand end of the status bar when a tool is chosen
**(d)** A tip which can be read from the **Help** screen for a tool.

## Chapter 2

**1.** To call the **Line** tool from the command line, the following abbreviation can be *entered*:
**(a)** lin
**b)** li
**(c)** l
**(d)** ln.
**2.** When the **F6** key of the keyboard is pressed, the following facility is toggled on/off:
**(a)** Snap
**(b)** Ortho
**(c)** DUCS
**(d)** DYN.
**3.** The key **F9** toggles on/off:
**(a)** Snap
**(b)** Ortho
**(c)** Grid
**(d)** DYN.
**4.** When *entering* **absolute** coordinate numbers at the command line, the coordinates are preceded by:
**(a)** The letter **a**
**(b)** The symbol **@**
**(c)** The letters **ab**
**(d)** There is no need to *enter* anything in front of the coordinate numbers
**5.** The command line abbreviation for the **Circle** tool is:
**(a)** cir
**(b)** c
**(c)** ci
**(d)** cl.
**6.** What are the differences between outlines drawn using the **Line** tool and those drawn using the **Polyline** tool? Outlines from the **Line** tool form separate objects. Those from the **Polyline** tool form single objects.

## Chapter 3

**1.** The **Arc** tool can be called by *entering* the following abbreviation at the command line:
**(a)** ar
**(b)** a
**(c)** ac;
**(d)** There is no abbreviation. The name arc must be *entered* in full.
**2.** The set variable **PELLIPSE** can be set to either **0** or **1** when it allows the following actions:
**(a)** When set to **0** the **Edit Polyline** tool to be used on ellipses
**(b)** When set to **1** the **Edit Polyline** tool to be used on ellipses
**(c)** When set to **0** it allows ellipses to be drawn with the major axis at any angle
**(d)** When set to **0** ellipses become polylines.
**3.** When saving an AutoCAD 2008 drawing it is filed with the extension:
**(a)** *.drw
**(b)** *.dwg
**(c)** *.dwt
**(d)** *dg.

**4.** The **Dynamic Input** (**DYN**) system can be toggled on/off by pressing which key of the keyboard:
- **(a) F6**
- **(b) F7**
- **(c).F12**
- **(d) F3**.

**5.** What is the function of *entering* **commandline** at the keyboard:
- **(a).** It enables the command line to be used for *entering* command
- **(b).** It brings back the command palette when it has been hidden
- **(c).** It can only be used when **DYN** is set on to allow Dynamic Input to work
- **(d).** It places the command palette at the bottom of the screen.

**6.** The **Polyline Edit** tool can only be used when working with polylines:
- **(a)** True
- **(b)** False.

## Chapter 5

**1.** What is the purpose of the set variable **MIRRTEXT**:
- **(a}** To ensure that text is mirrored correctly
- **(b)** To enable text to be mirrored with a drawing, when the **Mirror** tool is in use
- **(c)** To make sure that text is deleted from drawings when acted upon by the **Mirror** tool
- **(d)** To show text clearly in drawings acted upon by the **Mirror** tool.

**2.** When using the **Rotate** tool the angle of rotation is in the following direction:
- **(a)** Clockwise
- **(b)** Anticlockwise
- **(c)** The direction in which the cursor is moved
- **(d)** There is no fixed rotation direction.

**3.** When using the **Stretch** tool:
- **(a)** Circles can be stretched into ellipses
- **(b)** The tool has no effect upon circles
- **(c)** Be careful because circles can be erased
- **(d)** Treat circles like any other part of the drawing being stretched.

**4.** When using the **Break** tool on circles and/or arcs:
- **(a)** Breaks can be made in any direction
- **(b)** Breaks can only be made in a clockwise direction
- **(c)** Breaks can only be made in an anticlockwise direction
- **(d)** Break cannot be made in circles or arcs.

**5.** The **Join** tool can be used for joining:
- **(a)** Any two arcs
- **(b)** Only arcs or lines in line with each other
- **(c)** Any two lines or plines
- **(d)** Any objects can be joined to each other.

## Chapter 6

**1.** When dimensioning from the command line what do the following abbreviations mean?
- **(a)** hor? horizontal
- **(b)** ver? vertical
- **(c)** int? intersect
- **(d)** per? perpendicular

**2.** An aligned dimension is one which:
- **(a)** Is aligned to the previous dimension;
- **(b)** Is in line with the object being dimensioned
- **(c)** Can only be used when placing a dimension with a radius
- **(d)** Is lined up with the edges of the drawing area of AutoCAD.

**3.** There are two types of fonts which can be used when adding text to drawings in AutoCAD 2008. Name them. **AutoCAD SHX** and **Windows True Type**

**4.** The "style name" of a text refers to:

**(a)** The font in use

**(b)** The height of the text

**(c)** Whether the text is in **bold**, *italic* or regular;

**(d)** Whether the text is **AutoCAD SHX** or **Windows True Type**.

**5.** The difference between **Singleline** text and **Multiline** text is:

**(a)** Only one line of text can be added to a drawing with **Single Line text**, whereas many lines of text can be added using **Multiline** text

**(b)** **Singleline** text is text *entered* directly at the command line. **Multiline** text must be *entered* in a window

**(c)** There is no difference

**(d)** **Singleline** text can be added in one style only. **Multiline** text can be added in any style.

## Chapter 7

**1.** In first angle orthographic projection an end view is:

**(a)** Always placed to the right of the front view

**(b)** Viewed from the one side and placed on the other side of the front view

**(c)** Always placed to the left of the front view

**(d)** Placed either side of the front view irrespective of the viewing position

**2.** In third angle orthographic projection a plan is:

**(a)** Placed either above or below the front view depending upon whether the viewing is from above or below

**(b)** Always placed above the front view

**(c)** Always placed below the front view

**(d)** Placed either above or below no matter which viewing direction is chosen.

**3.** Isometric drawing is:

**(a)** A true 3D (three-dimensional) pictorial view of the object being drawn

**(b)** A 2D (two-dimensional) pictorial view of the object

**(c)** An accurate perspective drawing of the object

**(d)** None of the items **a**, **b** or **c**.

**4.** If a layer is locked:

**(a)** Details can be added to a locked layer

**(b)** Details can be erased from a locked layer

**(c)** Details cannot be added or erased from a locked layer

**(d)** Details can be added to a locked layer but they disappear when the drawing file is saved.

**5.** When a layer is turned off:

**(a)** File space is saved when saving the file

**(b)** It makes no real difference. Details can still be added to the layer

**(c)** Details cannot be erased from the layer

**(d)** Details on the layer cannot be seen.

## Chapter 8

**1.** Associative hatching is a term given to:

**(a)** Types of hatching which can be joined together

**(b)** Hatching which is associated with the colour of the area being hatched

**(c)** Hatching which is associated with objects which are moved within a hatched area

**(d)** Hatching which is associated with a hatched area from another part of a drawing.

**2.** The **Hatch and Gradient** dialog can be called to screen:

**(a)** By *clicking* the **Hatch** tool icon in the **Draw** toolbar

**(b)** By *entering* the abbreviation **h** at the command line

**(c)** By *entering* **hatch** at the command line

**(d)** By any one of the choices as given in **a.**, **b.** or **c**.

**3.** When hatching a sectional view in an engineering drawing
- **(a)** Every detail cut by a section plane must be hatched
- **(b)** It is up to the operator constructing the drawing which parts are hatched
- **(c)** There is no need to hatch any part of the drawing
- **(d)** A bolt within a sectional view is not hatched.

**4.** When **Advanced** hatching is set to **Normal** all parts of a drawing will be hatched:
- **(a)** True?
- **(b)** False?

**5.** When text is *entered* in a hatched area:
- **(a)** The text will be surrounded by a non-hatched area only if **Advanced Normal** is set on
- **(b)** The text will be surrounded by a non-hatched area only if **Advanced Outer** is set on
- **(c)** The text will be surrounded by a non-hatched area only if **Advanced Ignore** is set on;
- **(d)** The text will be surrounded by a non-hatched area if any of the **Advanced** settings are set on.

## Chapter 9

**1.** Which of the following is correct?
- **(a)** When a block has been constructed and saved the data is saved as file with a name in a named directory
- **(b)** When a block has been constructed and saved, the file data is saved as part of the file in which the block was constructed
- **(c)** When a block has been constructed and saved, the file data is saved as a separate file from the drawing in which the block was constructed
- **(d)** When a block has been constructed and saved, the file data is saved as new file.

**2.** Which of the following is correct?
- **(a)** When a wblock has been constructed and saved the data is saved as file with a name in a named directory
- **(b)** When a wblock has been constructed and saved, the file data is saved as part of the file in which the block was constructed
- **(c)** When a wblock has been constructed and saved, the file data is saved as a separate file from the drawing in which the block was constructed
- **(d)** When a wblock has been constructed and saved, the file data is saved as new file.

**3.** The **DesignCenter** is:
- **(a)** A drop-down menu
- **(b)** A dialog
- **(c)** A palette
- **(d)** A *right-click* menu.

**4.** Which of the following statement is correct?
- **(a)** The **Purge** tool can only be used when inserting blocks
- **(b)** The **Purge** tool can be use to delete unwanted detail from any drawing
- **(c)** The **Purge** tool can only be used only for deleting exploded blocks from drawings
- **(d)** The **Purge** tool can only be called by *entering* **purge** at the command line;

## Chapter 10

**1.** When copying a drawing constructed in AutoCAD 2008 using the **Copy** command from the **Edit** drop-down menu, the drawing can be pasted into documents being worked in other applications. The method of copying and pasting makes use of:
- **(a)** A DXF file
- **(b)** An EPS file
- **(c)** Any item in any application can be automatically copied into another application
- **(d)** The drawing is transferred via the **Clipboard**.

**2.** When a drawing is saved as an EPS file and the EPS file is inserted into a document being worked in another application:

**(a)** Changes made in the AutoCAD drawing will automatically be updated to change in the drawing in the other application

**(b)** Changes made in the AutoCAD drawing are not reflected in the document into which the drawing has been inserted

**(c)** Changes made in the AutoCAD drawing are only changed in the inserted drawing after both the drawing and the document have been saved to file

**(d)** It does not matter whether the drawing is changed or not, no changes will be reflected in the other document.

**3.** The reason for saving an AutoCAD drawing as a DXF file is:

**(a)** The DXF file can be opened in any other Computer Aided Design (CAD) application

**(b)** DXF files take up less space on a file than the AutoCAD DWG file

**(c)** DXF files can be opened in a Microsoft Word document

**(d)** DXF files can be opened in earlier releases of AutoCAD.

**4.** External references (xrefs) can be described as:

**(a.** They are the same as blocks and are saved within the drawing file in which they were constructed, but can be inserted in other drawings

**(b)** They are different to blocks in that changes in an original external reference are reflected in the drawing in which the xref is inserted

**(c)** They are blocks which are saved to file names in their own right

**(d)** They are files which refer to parts within a drawing.

**5.** Which files with the following file name extensions are “raster” files?

**(a)** *.bmp

**(b)** *.dwg

**(c)** *.tif

**(d)** *.dxf

**(e)** *.jpg

**(f)** *.eps

**(g)** *.pcx

## Chapter 11

**1.** An AutoCAD sheet set is:

**(a)** A number of drawings which have been printed from AutoCAD drawings and saved in an envelope

**(b)** A series of printed AutoCAD drawings

**(c)** A number of AutoCAD drawings saved in Paper Space format and held in a file

**(d)** Any drawings relating to a specific architectural, building or engineering process.

**2.** Drawing for a sheet set must be:

**(a)** Saved in Model Space format

**(b)** Saved in Paper Space format

**(c)** Saved in either Model Space or Paper Space format

**(d)** Saved in *.dwf format.

**3.** DWF is an abbreviation for a file extension. The abbreviation stands for:

**(a)** Drawing with files

**(b)** Design with file

**(c)** Design Web File

**(d)** Design Web Format.

**4.** DWF files can be included as attachments in an email. Is this statement:

**(a)** True

**(b)** Only partly true

**(c)** Incorrect

**(d)** Only when sent as a Zip file.

# Chapter 13

**1.** The **Region** tool can be called by *entering* the following abbreviation at the command line when using **Dynamic Input**:
- **(a)** re
- **(b)** reg
- **(c)** regi
- **(d)** There is no abbreviation for this command.

**2.** When using the **Extrude** tool the set variable **ISOLINES** must be set to:
- **(a)** 4
- **(b)** 16
- **(c)** Any number
- **(d)** Any number below 2047.

**3.** When using the **Extrude** tool which of the following can be extruded?
- **(a)** Regions
- **(b)** An outline constructed using the **Line** tool
- **(c)** Circles
- **(d)** Closed plines
- **(e)** Ellipses
- **(f)** Any outline
- **(g)** Another extrusion.

**4.** When using the **Revolve** tool which of the following can be extruded?
- **(a)** Regions
- **(b)** An outline constructed using the **Line** tool
- **(c)** Circles
- **(d)** Closed plines
- **(e)** Ellipses
- **(f)** Any outline
- **(g)** Another solid of revolution.

**5.** Can the **Union** tool be used to form 3D solid drawings from a number of objects constructed using any of the **3D Objects** tools **Box**, **Sphere**, **Cylinder**, **Cone**, **Torus** and **Wedge**?
- **(a)** Yes
- **(b)** No
- **(c)** Only from the **Box** and **Cone** tools
- **(d)** Yes, but not from the **Torus** tool.

**6.** Which of the following tools from the **2D Draw** control panel can be used when constructing 3D solid model drawings - **Move**, **Copy**, **Chamfer**, **Fillet**, **Mirror**, **Rotate**, **Scale**?
- **(a)** None of them
- **(b)** Only the **Chamfer** and **Fillet** tools
- **(c)** Any of them
- **(d)** Only **Move** and **Copy**.

**7.** Why is the name **Boolean** operators given to the tools **Union**, **Subtract** and **Intersect**?
- **(a)** It is the name made up for this purpose by computer programmers
- **(b)** It is just a name selected for this purpose
- **(c)** It is based on the name of the scientist George Boole
- **(d)** Boolean is a name always given to this type of construction.

**8.** Is it possible to form unions between solids constructed using the **Extrude** tool and solids formed using the **3D Objects** tools?
- **(a)** Yes
- **(b)** No
- **(c)** Only when the **3D Objects** tool is the **Box** or **Sphere** tool
- **(d)** Only when the **3D Objects** tool is the **Cone** tool.

## Chapter 14

**1.** When constructing 3D model drawings in multiple viewports:
- **(a)** The set variable **UCSFOLLOW** must be set to on
- **(b)** The set variable **UCSFOLLOW** must be set to off
- **(c)** It does not matter whether the set variable **UCSFOLLOW** is set on or off
- **(d)** The set variable **UCSFOLLOW** must be set to **3**.

**2.** When constructing 3D model drawings in multiple viewports:
- **(a)** The UCS icons must not be showing in each viewport
- **(b)** It does not matter whether the UCS icons are showing in viewports or not
- **(c)** The UCS icon must be showing in the isometric view viewport
- **(d)** The UCS icon must be showing in the Front and Plan viewports.

**3.** When constructing 3D model drawings in multiple viewports:
- **{a)** Each viewport must be set independently to different viewpoints from the **Visual Styles** menu
- **{b)** Only when working in a particular viewport will its viewpoint need to be set
- **{c)** Each viewport is set to different viewpoints when a multiple viewport is chosen from the **Viewports** dialog
- **{d)** Each viewport is set to different viewpoints when a multiple viewport is chosen from the **Viewports** dialog only if the **Setup** popup list is set to **3D**.

## Chapter 15

**1.** Is it possible to construct a polar array from a 3D solid model drawing using the **Array** tool from the **Modify** toolbar?
- **(a)** No
- **(b)** Yes
- **(c)** If your answer is Option **a** or **No**, with which tool can one construct an array from a 3D solid model drawing
- **(d)** Only if the 3D solid model drawing is placed in the World UCS.

**2.** From which of the following toolbars can the **Mass Properties** tool be called?
- **(a)** Modify
- **(b)** Draw
- **(c)** Standard
- **(d).** Inquiry

**3.** The purpose of the **Viewpoint Presets** dialog is:
- **(a)** To set a 3D solid model drawing in any form of viewing position
- **(b)** To set a 3D solid model drawing in an isometric view
- **(c)** To set a 3D solid model drawing in a perspective view
- **(d)** To set a 3D solid model drawing is an orthographic view.

**4.** The **Slice** tool is used for slicing a 3D solid model into:
- **(a)** Two parts
- **(b)** Two parts ready for the calling of the **Section** tool
- **(c)** Into as many parts as are required
- **(d)** To remove a part not wanted in a 3D solid model drawing.

**5.** When using the **Section** tool on a 3D solid model drawing:
- **(a)** Hatching of the resulting sectional view is automatic
- **(b)** The section outline must be removed from the 3D solid model drawing
- **(c)** Only a sectional view outline is formed
- **(d)** The resulting sectional view automatically appears as a separate view in the drawing area.

**6.** Before viewing positions can be set from the **Viewpoint Preset** dialog the set variable **UCSFOLLOW** must first be set:
- **(a)** On
- **(b)** Off
- **(c)** To the figure of **2**
- **(d)** It does not matter whether it is set on or off.

**7.** Is it possible to mirror a 3D solid model drawing using the **Mirror** tool from the **Modify** toolbar?
**(a)** No
**(b)** Yes
**(c)** If your answer is Option **a** or **No**, with which tool can one mirror a 3D solid model drawing?
**(d)** Only if the 3D solid model drawing is placed in the World UCS.

## Chapter 16

**1.** Can **Ambient** lighting be set at a figure before rendering a 3D model?
**(a)** Yes
**(b)** No
**(c)** Requires a setting in a dialog
**(d)** Set to a figure of 0.3.
**2.** When setting lighting before rendering a 3D model **Distant** light can be described as:
**(a)** A light the value of which diminishes in intensity the further the light position is set from the 3D model
**(b)** Its light value is of the same intensity no matter how far the light position is set from the 3D model
**(c)** Its intensity increases when set in front and above the 3D model compared with its being set to the side and above the model
**(d)** A light which sheds rays in all directions from its set position.
**3.** Which in your opinion gives the best rendering results;
**(a)** Medium
**(b)** High
**(c)** Presentation
**(d)** They are all as good as each other?
**4.** Can a 3D model which has been **Conceptual** shaded when using the **3D Orbit** tool be rendered after attaching materials:
**(a)** Yes
**(b)** No
**(c)** After materials have been added to a 3D model it cannot be **Conceptual** shaded
**(d)** The 3D Orbit tool cannot be used after rendering has taken place.
**5.** When printing or plotting a 3D model, which of the following statements is correct:
**(a)** A rendered 3D model in a single viewport can be plotted in full colour
**(b)** A Conceptual shaded 3D model in a single viewport can be plotted in full colour
**(c)** A four-view viewport screen of a rendered 3D model in Model Space can be plotted in full colour
**(d)** A four-view viewport screen of a Conceptual shaded 3D model in Model Space can be plotted in full colour.

## Chapter 17

**1.** The term **UCS** stands for:
**(a)** User Coordinate State
**(b)** Using Cordinates Screen
**(c)** User Coordinate System
**(d)** User Coordinate Set.
**2.** Before the **UCS** system can be used:
**(a)** The set variable **UCSFOLLOW** must be set to **1**
**(b)** The set variable **UCSFOLLOW** must be set to **0**
**(c)** It does not matter whether the set variable **UCSFOLLOW** is set to any number, the UCS system will still operate
**(d)** The set variable **UCSFOLLOW** does not need to be set because it becomes operative when the UCS is in use..

**3.** Before the **UCS** system can be used, the **UCS icon**:
**(a)** Must be showing somewhere on screen
**(b)** Need not appear anywhere on screen
**(c)** Must be showing at the bottom left-hand corner of the screen
**(d)** The UCS icon can only show on screen if the setting of the set variable **UCSFOLLOW** is correct.

**4.** The term **UCS WORLD** applies to:
**(a)** The plane on which the operator is working at the time
**(b)** The standard **XY** plane which appears when AutoCAD is loaded on screen
**(c)** Any one of the orthogonal planes
**(d)** Any plane set when working in the UCS.

**5.** A 2D outline constructed using the line and circle tools can be extruded to form a 3D model:
**(a)** Yes
**(b)** No
**(c)** Only if is first made into a region
**(d)** Either if it first made into a region or if its outline is edited to form a closed polyline.

## Chapter 18

**1.** When calling the **Extrude** tool the following abbreviation can be *entered* at the command line::
**(a)** ex
**(b).**extr
**(c)** There is no abbreviation. The name **extrude** must be *entered* in full
**(d)** ext.

**2.** When a selected face of a 3D solid model drawing is selected by the **Move Faces** tool from the **Solids Editing** toolbar, the face is:
**(a)** Moved away from the 3D solid as a separate entity
**(b)** Moved in such a manner that the body of the 3D solid to which the face is attached is extruded
**(c)** Moved to be placed on another 3D model
**(d)** The whole of the 3D model is moved.

**3.** Is it possible to use the **Extrude faces** tool from the **Solids Editing** toolbar on a region constructed from a closed polyline?
**(a)** Yes, any region can have its face extruded using this tool
**(b)** Yes, if the region has not been obtained by using any of the Boolean operators
**(c)** No - a region of any type cannot be acted upon by this tool
**(d)** Yes, providing the line of extrusion is a straight line or polyline.

**4.** The **Boolean** operators - **Union**, **Subtract** and **Intersect** tools are found in the toolbar:
**(a)** Modeling
**(b)** UCS
**(c)** Solids Editing
**(d)** UCS II.

## Chapter 19

**1.** The **Solprof** tool is used for the following purpose:
**(a)** To produce a profile for a 3D solid model drawing in a database
**(b)** To produce an outline-only drawing from a 3D solid model drawing
**(c)** To provide a profile similar to a front view from a 3D solid model drawing
**(d)** To change a 3D solid model drawing from a Model Space drawing to a Paper Space drawing.

**2.** A polygonal viewport can be constructed in a Model Space viewport:
**(a)** This is not true. A polygonal viewport can only be constructed in Paper Space viewports
**(b)** Yes. A polygonal viewport can be constructed in either Model Space or Paper Space
**(c)** Yes. A polygonal viewport can be constructed in Model Space by *clicking* the **MODEL** button when in paper Space
**(d)** Yes providing there is only a single viewport on screen.

**3.** A drawing can only be printed or plotted from a Paper Space drawing:
- **(a)** This correct
- **(b)** Yes - providing the **MODEL** button has been *clicked*
- **(c)** Drawings can be printed or plotted from either Model Space or Paper Space
- **(d)** Drawings can be printed from Paper Space, but plotted only from Model Space'

**4.** A file name with the following extension shows that the file is a raster file:
- **(a)** *.dwg
- **(b)** *.dwt
- **(c)** *.bmp
- **(d)** *.dxf.

**5.** When a photograph has been inserted in an AutoCAD drawing on screen, when the drawing is printed or plotted, the photograph does not print or plot with the drawing:
- **(a)** This is correct
- **(b)** This is not true. The photograph will print or plot along with the drawing
- **(c)** This is true only if the photograph was inserted in a drawing in paper Space
- **(d)** This is true only if the photograph was inserted in a drawing in Model Space.



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