



✓ **Congratulations! You passed!**  
TO PASS 80% or higher

Keep Learning

GRADE  
100%

## Week 4 quiz

LATEST SUBMISSION GRADE

100%

1. Soft jaws are used as a way to hold complex geometry.

1 / 1 point

- ☐ False.
- ☒ True.

✓ **Correct**  
The answer can be found in Identifying how to hold a complex part.

2. What happens to a toolpath if a tool parameter such as its number is changed?

1 / 1 point

- ☐ The toolpath is fine, and no action is needed.
- ☒ The toolpath has an error and must be regenerated.
- ☐ The toolpath must be deleted and recreated.
- ☐ You can't change tool parameters once they have been used.

✓ **Correct**  
The answer can be found in Updating a tool list.

3. Stock definition for a second setup can be taken from a previous setup.

1 / 1 point

- ☒ False.
- ☐ True.

✓ **Correct**  
The answer can be found in Using a 3D parallel toolpath.

4. A toolpath pattern will use the game coordinate system as the original toolpath.

1 / 1 point

- ☒ True.
- ☐ False.

✓ **Correct**  
The answer can be found in Creating toolpath patterns.

5. Cam expressions can only be used once after they have been changed.

1 / 1 point

- ☒ False.
- ☐ True.

✓ **Correct**  
The answer can be found in CAM expressions and default settings.