



KERALA STATE RUTRONIX
AUTOCAD LEVEL - I (2D)
(PDCAD)

Question code

F1

Time: 2 hours

Maximum Marks: 100

Note: Write the answers for Questions from 1 to 40 in the MCQ answer sheet

Part - I Choose the correct answer

(10 x 1 Mark = 10 Marks)

- 1) When using the TRIM command, which do you select first?
a) The cutting edges b) Nothing c) Everything d) The object to be trimmed
- 2) How many snap points does an object have?
a) One b) Two c) Depends upon the object d) At least four
- 3) Which one of these will NOT start the Print command?
a) Typing PLOT b) Typing PRINT c) Pressing Ctrl+P d) Pressing Alt+P
- 4) What is the file extension for an AutoCAD template file?
a) DWT b) DWG c) TEM d) DWF
- 5) How many points do you need to define for the rectangle command?
a) One b) Two c) Four d) None
- 6) If you draw a line at 270 degrees, it will point
a) Up b) Down c) Left d) Right
- 7) How many points do you need to draw a line using Absolute Coordinates?
a) None b) One c) Two d) Four
- 8) When selecting objects, pressing 'L' will select
a) Lines only b) Objects when you move your mouse to the left
c) The last object created d) The last object you modified
- 9) The origin of a drawing is at
a) The first point you select b) 0,0 c) A random point in space d) 10,10
- 10) Which is not a valid Zoom option?
a) Zoom Extents b) Zoom Previous c) Zoom Next d) Zoom Window

Part - II Fill in the blanks

(10 x 2 Marks = 20 Marks)

- 11) creates a single line of text.
- 12) command refreshes the display in the current viewport.
- 13) Check for spelling errors in Text, command is used.
- 14) command edits an existing Hatch.
- 15) To repair a damaged drawing command is used.
- 16) creates a solid filled shape.
- 17) WCS stand for
- 18) is the shortcut key for **UNDO** commands.
- 19) command to reinsert erased objects.
- 20) The fillet command creates

Part - III Write the AUTOCAD commands for the following

(10 x 2 Marks = 20 Marks)

- 21) Creates multiple copies of objects in a pattern.
- 22) Creates a three-dimensional face.
- 23) Creates unique solid primitives by extruding existing two-dimensional objects.
- 24) Regenerates a three-dimensional model with hidden lines suppressed.
- 25) Creates a semi-infinite line.

- 26) Creates concentric circles, parallel lines, and parallel curves.
- 27) Moves the view in the current view port.
- 28) Combines selected regions or solids by subtraction.
- 29) Breaks a compound object into its component objects.
- 30) Reverses the effect of commands.

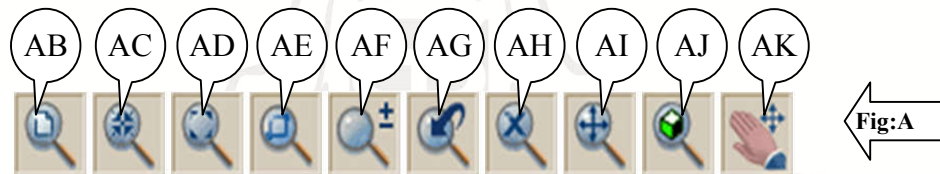
Part - IV Write **shortcut key** for the following

(10 x 2 Marks = 20 Marks)

- | | |
|----------------------------|----------------------------------|
| 31) To turn GROUPS on/off. | 36) To create a NEW drawing. |
| 32) To turn SNAP on/off. | 37) To OPEN an existing drawing. |
| 33) To turn GRID on/off. | 38) To PLOT a drawing. |
| 34) For Hyperlinks. | 39) To save a drawing. |
| 35) To turn ORTHO ON/OFF | 40) To cut to Clipboard. |

Part - V With reference to (**AutoCAD**) Tool Box in the **Fig-A**, write the letters of the most appropriate callout in the answer book supplied.

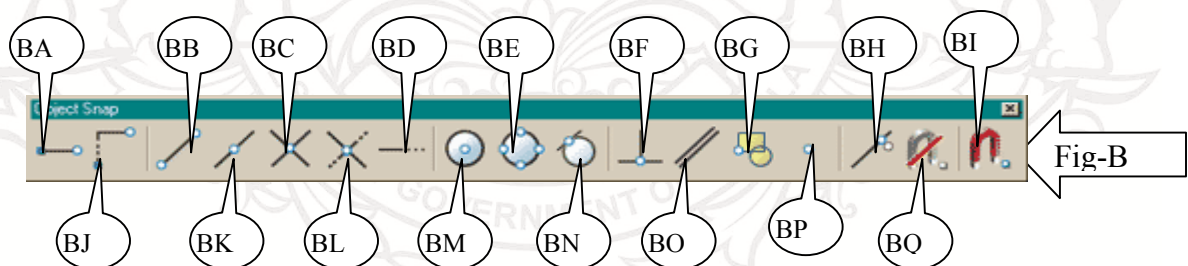
(10 x 1 Mark = 10 Marks)



- | | | |
|-----------------|-------------------|------------------|
| 41) Zoom Center | 45) Zoom Previous | 49) Zoom Dynamic |
| 42) Zoom All | 46) PAN | 50) Zoom Object |
| 43) Zoom Window | 47) Zoom Realtime | |
| 44) Zoom Scale | 48) Zoom Extents | |

Part - VI With reference to (**AutoCAD**) Tool Box in the **Fig-B**, write the letters of the most appropriate callout in the answer book supplied (**Any Ten**)

(10 x 1 Mark = 10 Marks)



- | | | |
|-------------------|---------------------------|------------------------------|
| 51) Endpoint | 57) Node | 63) Extension |
| 52) Perpendicular | 58) Apparent Intersection | 64) Temporary Tracking Point |
| 53) Midpoint | 59) Quadrant | 65) Snap From |
| 54) Tangent | 60) Parallel | 66) Insertion Point |
| 55) Center | 61) Intersection | |
| 56) Nearest | 62) Osnap Settings | |

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Part - VII Answer the following (**Any Two**)

(2 x 5 Marks = 10 Marks)

- 67) Explain Layer Properties Manager.
- 68) Explain any five common modifying commands.
- 69) Explain Hatching.