

- Q.27 What is UCS and discuss its various sub-commands.
- Q.28 What is function of the Setvar command in AutoCAD.
- Q.29 Write various steps for setting the Units for Autocad drawings.
- Q.30 What is Viewport. Name different types of viewports.
- Q.31 What is the purpose of creating layers in Autocad.
- Q.32 Differentiate between :
- Construction Line and Spline
 - Grid and Limits
- Q.33 Write various steps for creating Block.
- Q.34 Differentiate between Redraw and Regen Commands.
- Q.35 What is 3D mesh and write its uses.

Section-D

- Note:** Long answer Questions. Attempt any two Questions out of three Questions. (2x10=20)
- Q.36 Describe units available in Autocad.
- Q.37 Draw the typical layout of Autocad Screen and label its various parts.
- Q.38 How subtract and Union commands are helpful in developing 3D Autocad Commands.

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6th Sem / ARCH. ASSTT. Subject : Advanced Computer Applications

Time : 3 Hrs.

M.M. : 100

SECTION-A

Note: Multiple choice questions. All questions are compulsory. (10x1=10)

- Q.1 Which of the following workspaces are available in Auto CAD.
- 3D modelling
 - 3D Basics
 - Drafting and Annotation
 - all of the above
- Q.2 Which of the following is not a keyboard shortcut of AutoCAD.
- Ctrl + P
 - Alt + F4
 - Alt + B
 - Ctrl + F4
- Q.3 To obtain parallel lines, concentric circles and parallel curves _____ is used.
- Fillet
 - Copy
 - Offset
 - None of the above
- Q.4 How many Autocad objects are in rectangle.

- a) One b) Two
c) Three d) Four
- Q.5 How many SNAP points does an object have.
a) 1 b) 4
c) 5 d) Depend on an object
- Q.6 How long will a line from 0,5 to 5,5 be _____
a) 10 units b) 5 units
c) 15 units d) None of the above
- Q.7 Line command can be accessed easily by typing
a) L b) Line
c) Both A & B
- Q.8 What does the fillet command create?
a) Sharp corners b) Round Corners
c) Angled Corners d) Smooth corners
- Q.9 The origin of a drawing is at A
a) 0,0 b) 1,0
c) 0,1 d) 1,1
- Q.10 Scaling objects make them _____
a) Smaller
b) Bigger
c) Either smaller or bigger
d) None of the above

Section B

Note: Objective types Questions. All Questions are compulsory. (10x1=10)

Define the following :

- Q11. Polar Array
Q.12 3D Mesh
Q.13 Shade
Q.14 UCS.
Q.15 Scroll Bar
Q.16 Hide
Q.17 Limits
Q.18 Viewport
Q.19 Rotate
Q.20 Grips

Section-C

Note: Short answer type Questions. Attempt any twelve Questions out of fifteen Questions. (12x5=60)

- Q.21 Describe the uses of variant in Autocad.
Q.22 Explain By layer in brief.
Q.23 Define absolute co-ordinates.
Q.24 Explain the steps to set angular dimension.
Q.25 Describe various Function keys used in Autocad.
Q.26 Which key is used to obtain properties palette in AutoCAD.