

- Q.27 Describe Grips in AutoCAD.
- Q.28 Write various steps for creating Block.
- Q.29 How Design center is helpful in developing AutoCAD Drawings.
- Q.30 Differentiate between Spline command and Polyline command.
- Q.31 Write any five shortcut keys used in AutoCAD.
- Q.32 Explain UCS World and what is its importance.
- Q.33 How Subtract and Union commands are helpful in developing 3D AutoCAD commands.
- Q.34 Define array and discuss its types.
- Q.35 What is the use of Overkill command in AutoCAD.

#### SECTION-D

- Note:** Long answer type questions. Attempt any two questions out of three questions. (2x10=20)
- Q.36 Explain uses of various view ports for 3D objects in detail.
  - Q.37 Mention and explain various Dimension commands in detail.
  - Q.38 Describe Hatch command in detail.

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#### 6th Sem / Branch : Arch. Sub. : Advanced Computer Applications

Time : 3Hrs.

M.M. : 100

#### SECTION-A

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

- Q.1 The objects should be selected by \_\_\_\_\_ for stretching any object in AutoCAD.
  - a) Picking Method
  - b) Select all method
  - c) Cross windows selection method
  - d) None of the above
- Q.2 Is 330 degrees same as 30 degrees in drawing
  - a) True
  - b) False
- Q.3 What does the command Wblock means
  - a) Warp-Speed block
  - b) Write block
  - c) Window Block
  - d) Wide area block
- Q.4 What is the difference between command Plot and Print
  - a) Print command prints only big plans
  - b) The plot command for CNC (CAM)
  - c) No difference
  - d) Print command can print upto A3 size paper

- Q.5 Which of the following workspaces are available in AutoCAD.
- 3D modelling
  - 3D basics
  - Drafting and Annotation
  - All of the above
- Q.6 How many Autocad objects are in rectangle
- One
  - Two
  - Three
  - Four
- Q.7 How many SNAP points does an object have.
- 1
  - 4
  - 5
  - Depend on an object
- Q.8 How long will a line from 0,5 to 5,5 be \_\_\_\_\_
- 10 units
  - 5 units
  - 15 units
  - None of the above
- Q.9 The origin of a drawing is at
- 0,0
  - 1,0
  - 0,1
  - 1,1
- Q.10 Scaling objects make them \_\_\_\_\_.
- Smaller
  - Bigger
  - Either smaller or bigger
  - None of the above

### SECTION-B

**Note:** Objective type questions. All questions are compulsory. (10x1=10)

- Q.11 CAD allows the user to create both 2 dimensional and \_\_\_\_\_ models and drawing.

- Q.12 \_\_\_\_\_ restricts the movement of the crosshairs.
- Q.13 \_\_\_\_\_ fills a specified boundary with a pattern.
- Q.14 \_\_\_\_\_ tool allows to view the portion of the drawing that is outside the current display area.
- Q.15 \_\_\_\_\_ command is used to create a copy (mirror copy) of the selected object.
- Q.16 \_\_\_\_\_ and \_\_\_\_\_ are 2 types of Arrays.
- Q.17 \_\_\_\_\_ command is used to draw an object that looks like a filled circle ring.
- Q.18 \_\_\_\_\_ command is used to increase or decrease the size of the object with a scale factor.
- Q.19 \_\_\_\_\_ command is used to magnify the image or shrink it as required by the user.
- Q.20 \_\_\_\_\_ creates a smooth curve that passes through or near a set of fit points, or that is defined by the vertices in a control frame.

### SECTION-C

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

- Q.21 Explain relative co-ordinates.
- Q.22 Describe Block and how it is helpful in developing Autocad drawing.
- Q.23 Write the names of the areas of the AutoCAD screen.
- Q.24 What is Array and what are various types of Arrays.
- Q.25 Write various steps for setting the Grid.
- Q.26 Explain uses of 3D wiremesh for 3D views.