

- 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 :
- i) Construction Line and Spline
 - ii) 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. $(2 \times 10 = 20)$

- 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. $(10 \times 1 = 10)$

- Q.1 Which of the following workspaces are available in Auto CAD.
- a) 3D modelling
 - b) 3D Basics
 - c) Drafting and Annotation
 - d) all of the above
- Q.2 Which of the following is not a keyboard shortcut of AutoCAD.
- a) Ctrl + P
 - b) Alt + F4
 - c) Alt + B
 - d) Ctrl + F4
- Q.3 To obtain parallel lines, concentric circles and parallel curves _____ is used.
- a) Fillet
 - b) Copy
 - c) Offset
 - d) 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.