

Chapter 4 Questions

True (T) or False (F)

1. ___ Draw commands create objects and Modify commands change existing objects or use existing objects to create new ones.
2. ___ Modify commands require you to select objects.
3. ___ Any of the command entry methods can be used to invoke Modify commands.
4. ___ *ERASE* is a Modify command.
5. ___ When the pickbox appears on the screen and the "Select objects:" prompt appears at the command line, you can type the selection option you want to use (usually one or two letters).
6. ___ A *Crossing Window* selects only objects crossing through the window.
7. ___ The *ALL* selection option finds and selects only objects that are visible on the screen.
8. ___ Pressing the Shift key during the "Select objects" prompt removes all objects from the selection set.
9. ___ The *Fence* object selection method selects only objects completely within the fence.
10. ___ In AutoCAD, you can select objects either before using a command or when the command prompts you to "Select objects:."

Multiple Choice (circle the correct letter)

1. Modify commands _____.
 - a. do not require you to select objects
 - b. use existing objects to create new ones but cannot change existing objects
 - c. change existing objects but cannot create new objects
 - d. change existing objects or use existing objects to create new objects
2. An example of a Modify command is _____, and an example of a Draw command is _____.
 - a. *MOVE, COPY*
 - b. *LINE, MOVE*
 - c. *MOVE, LINE*
 - d. *COPY, MOVE*

3. The pickbox is used to _____.
 - a. select one object at a time
 - b. select objects only to *ERASE*
 - c. select a maximum of one object for each command
 - d. select objects completely within the pickbox
4. Use a *Window* to _____.
 - a. select one object at a time
 - b. select objects only to *ERASE*
 - c. select a maximum of one object for each command
 - d. select objects completely within the window
5. If the pickbox appears on the screen and the "Select objects:" prompt appears at the command line, you can select objects using a _____.
 - a. automatic window by *PICKing* in an open space and moving the mouse to the left
 - b. automatic window by first *PICKing* an object
 - c. pickbox, automatic window, or automatic crossing window
 - d. *Window Crossing* by typing *WC*
6. Use a *Crossing Polygon* to do any of the following except _____.
 - a. have as many sides of the polygon as you want (three or more)
 - b. select objects within and crossing the polygon
 - c. create an automatic window polygon by *PICKing* with the pickbox in an open space
 - d. use this method in combination with others when asked to "Select objects:"
7. A pickbox usually appears at the intersection of the crosshairs _____.
 - a. so you can select objects before you use a command
 - b. so you can see the intersection more easily
 - c. so you can pick from the menus
 - d. none of the above
8. The *SELECT* command does all of the following except _____.
 - a. it disables Noun/Verb command syntax
 - b. it is used to store a selection set in a buffer for use later with the *Previous* selection option
 - c. it doesn't do anything to the objects other than allowing you to select them for future use
 - d. it produces the "Select objects:" prompt

9. Noun/Verb object selection means ____.
- a. select the command, then select objects
 - b. select objects, then use a command
 - c. type the command name at the keyboard
 - d. type the command, then select objects
10. *PICKFIRST* is a system variable that, when turned *On* (set to 1), ____.
- a. allows you to use Noun/Verb object selection if you wish
 - b. allows you to PICK objects in any order when you see the "Select objects:" prompt
 - c. requires you to select objects before you select a command
 - d. requires you to PICK a command before you select objects