

## AutoCAD 2007: One Step at a Time

### Review Questions – Lesson 8

**07R8**

#### **Review Questions**

Please write your answers on a separate sheet of paper.

1. Polylines are so named for their ability to be drawn as \_\_\_\_\_ lines.
2. Capable of containing most of a polyline's information, the \_\_\_\_\_ is more easily understood and takes up less drawing memory.

Which two polyline options allow you to draw a polyline with width?

- 3.
- 4.
5. When drawing a polyline, what is the first-tier option that repeats until you hit enter to complete the command?
6. The \_\_\_\_\_ option of the PLine command will present a second-tier of options.
7. (T or F) AutoCAD isn't case sensitive.
8. (T or F) By manipulating the width option of the PLine command, you can draw arrowheads.

List AutoCAD's four inquiry commands.

- 9.
- 10.
- 11.
- 12.

Which two inquiry commands will report the perimeter of a rectangle?

- 13.
- 14.
15. Which inquiry command will report the layer on which an object resides?
16. Which inquiry command will you use to identify the coordinate location of the center of an ellipse?
17. What command will you use to determine how far it is from one object to another?
18. It's often easier to \_\_\_\_\_ a simple polyline than it is to edit it.
19. (T or F) It's possible to join a polyline to a line without losing the line's definition in the database.

Which two options of the PEdit command will turn polylines into contour lines?

- 20.
- 21.

22. (T or F) You can create a polyline with different widths at the beginning and ending points.
23. (T or F) You can modify an existing polyline so that the beginning and ending points have different widths.
24. Which option of the PEdit command presents a second-tier of options?
25. Use the \_\_\_\_\_ command to convert a line to a polyline.
26. Use the \_\_\_\_\_ command to convert a polyline to a line(s).

Identify the following buttons:



27.    28.    29.    30.    31.    32.

33. (T or F) Each segment of a polyline is considered a separate object.
34. (T or F) There are two types of polyline width available: constant (a polyline which has a constant thickness from beginning to end) or variable (a polyline which starts with one width and ends with another).
35. (T or F) A lightweight polyline, or lwpolyline, takes a bit more memory than a "smart polyline."
36. (T or F) The default line width of a polyline is 0. Using the Width option, however, you can change the width.
37. (T or F) A polyline arc, unlike a standard arc, can have varied widths.
38. (T or F) PEdit is the command to edit polylines. With it, the user can change width, combine two lines into one polyline, or use a number of other options to change a polyline's physical characteristics.
39. (T or F) The Fit option of the PEdit command will create a smooth straight line.
40. (T or F) The Decurve option of the PEdit command will straighten out any arcs or curves on a polyline.
41. (T or F) You can use the Properties command to change the linetype of a polyline.
42. (T or F) Use the Ltype Gen option of the PEdit command to have AutoCAD generate a list of the linetypes used to create the polyline.
43. (T or F) You may enter the PEdit command by typing pe, or by selecting the Edit Polyline button on the Modify II Toolbar.
44. (T or F) The user can access a second tier of options available through the PEdit command by typing E for the Edit Vertex option of the first tier.
45. (T or F) When the user selects a line rather than a polyline at the PEdit command prompt (Select polyline), AutoCAD will ask if the user wants to turn it into a polyline.

46. To change a polyline into individual lines, you
- a. use the Line option of the PLine command
  - b. use the Convert option of the PEdit command
  - c. use the Explode command
47. (T or F) A Polyline maintains its width after being exploded.

## Answers

1. Multi-Segmented
2. Lwpolyline
3. Width
4. Half-Width
5. Specify next point
6. Arc
7. T
8. T
9. List
10. Dist
11. Area
12. Id
13. List
14. Area
15. List
16. Id
17. Dist
18. Redraw
19. F
20. Fit
21. SPLine
22. T
23. T
24. Edit Vertex
25. PEdit
26. Explode
27. List
28. Area
29. Polyline
30. Distance
31. ID
32. Explode
33. F
34. T
35. F
36. T
37. T
38. T
39. F
40. T
41. T
42. F
43. T
44. T
45. T
46. c
47. F