

16. (T or F) To create a hole in a solid object, place a cylinder where the hole should go and then subtract the cylinder from the solid object.
17. (T or F) When using the Subtract command, select the object to be removed first.
18. (T or F) While the Fillet command works well on two dimensional objects, you should use the Fillet3D command on solid objects.
19. (T or F) When chamfering a three dimensional solid object, the user must select two surfaces (just as the user must select two edges when chamfering a two dimensional object).
20. To see the section created by the SectionPlane command, you must activate it with the _____ command.
21. One of the differences between the Section and SectionPlane commands is that the _____ command is more dynamic.

Answers:

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| 1. Union | 11. T |
| 2. Subtract | 12. Section or SectionPlane |
| 3. b | 13. Region |
| 4. Slice | 14. d |
| 5. "Up" if you are standing on the
slicing plane | 15. F |
| 6. MassProp | 16. T |
| 7. Interfere | 17. F |
| 8. F | 18. F |
| 9. T | 19. T |
| 10. F | 20. Livesection |
| | 21. Sectionplane |