AUTODESK® AUTOCAD®

Exam Objectives

DRAW OBJECTS
Draw lines and rectangles
Draw Circles, Arcs, and Polygons

DRAW WITH ACCURACY
Use object-snap tracking
Use Coordinate Systems
Make isometric drawings

MODIFY OBJECTS
Move and copy objects
Rotate and scale objects
Create and use arrays
Trim and extend objects
Offset and mirror objects
Use grip editing
Fillet and chamfer objects

USE ADDITIONAL DRAWING TECHNIQUES
Draw and edit polylines
Blend between objects with splines
Apply hatches and gradients

ORGANIZE OBJECTS
Change object properties
Alter layer assignments for objects
Control layer visibility
Assign properties by object or layer
Manage layer properties

REUSE EXISTING CONTENT
Work with blocks
Manage block attributes
Reference external drawings and images

ANNOTATE DRAWINGS
Add and modify text
Use dimensions
Add and modify multileaders
Create and assign annotative styles
Use tables

LAYOUTS AND PRINTING
Create layouts
Use viewports
Set printing and plotting options

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