

R2016 TEXT BOOK – LEARNING OBJECTIVES & TOPICAL OUTLINES

CHAPTER 3, INTRODUCTION TO DRAWING AND EDITING

Learning Objectives

After completing this chapter, the student will be able to do the following:

- ✓ Use appropriate values when responding to prompts.
- ✓ Apply basic viewing methods.
- ✓ Draw given objects using the LINE Command.
- ✓ Describe and use several point entry methods.
- ✓ Describe and use basic drawing aids
- ✓ Use the ERASE, UNDO, U, REDO, and OOPS commands appropriately.
- ✓ Create selection sets using various selection options

TOPICAL OUTLINE

1. Responding to Prompts
 - a. Responding with Numbers
 - b. Ending and Canceling Commands
2. Introduction to Drawing
 - a. Basic Viewing Methods
 - b. Drawing Lines
 - i. Undo Option
 - ii. Close Option
 - c. Coordinate Entry Methods
 - i. Absolute Coordinates
 - ii. Relative Coordinates
 - iii. Polar Coordinates
 - d. Coordinate Display
 - e. Dynamic Input
 - i. Specifying the First Point
 - ii. Specifying the Next Point
 - f. Command line
3. Introduction to Drawing Aids
 - a. Grid Mode
 - b. Snap Mode
 - c. Polar Tracking (Discuss with Direct Distance Entry during OSNAP WS)
 - d. Ortho Mode
 - e. Object Snap (Chapter 7)
 - f. Object Snap Tracking
 - g. Inferring Geometric Constraints
4. Introduction to Editing
 - a. ERASE Command (**New 2015 Badges & Updated in 2016**)
 - b. U Command
 - c. UNDO Command
 - d. REDO Command
 - e. OOPS Command
5. Object Selection
 - a. Window and Crossing Selection (Other Selection Sets)

- b. Lasso Selection (**New in 2015**), **pickauto = 5 (change to 1)**
- c. Window and Crossing Polygon Selection
- d. Fence Selection
- e. Last Selection
- f. Previous Selection
- g. Selecting All Objects
- h. Changing the Selection Set (Removing from and Adding to)
- i. Cycling through Stacked Objects