## 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