## **Save and Exit**

## Interpreting and Reading Blue Prints-2020-B



	Align Quiz to Standard	Enable Sharing SOC-44994965
1.	Perspectives and axonometrics are two types of drawings.	
A	Pictorial	
В	Lithographic	<b>↑</b>
С	Assembly	<b>↓</b>
D	Oblique	<del>(</del>
2.	The term isometric means	
Α	Parallell	
В	Equal Measurement	<b>^</b>
С	Perpendicular	<b>\</b>
D	None of the above	Ţ.
3.	A provides a 3D image to help understand the shape of an object or to assist in interpreting a drawing.	

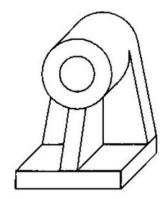
A	orthographic drawing	<b>^</b>
В	pictorial drawing	'
С	section drawing	<b>V</b>
D	all of the above	<b>(+</b>
4.	A, also referred to as a plane of projection or picture plane, is an imaginary surface that exists between the	
	viewer and the object.	<u>iii</u>
		<b>^</b>
A	multiview plane	'
В	projection plane	<b>V</b>
С	isometric plane	<del>(+</del>
D	air-plane	
5.	The most commonly used method of pictorial drawing in	
	engineering is the	
	·	
A	engineering drawing	<b>^</b>
В	perspective drawing	$\downarrow$
С	isometric drawing	Г÷
D	orthographic drawing	
6.	Isometric drawings are drawn on three lines, called	
	axes.	
A	x, y and z	<u> </u>
В	isometric	
	als 1.3	$\downarrow$

C	ortnograpnic	<b>.</b>
D	x and y	<del>(+</del>
7		
7.	In oblique drawings, the length of the lines projecting backwards are drawn on a degree angle (s).	
	3 ( ( )	
A	30	<b>^</b>
В	45	•
С	60	<b>\</b>
D	All of the above	<del>(+</del>
8.	In architecture, one of the best ways to provide a pictorial	
	representation of a design is by showing a (n) drawing.	M
		_
Α	Isometric	<b>1</b>
В	Axonometric	$\downarrow$
С	Perspective	<b>(</b>
D	Orthographic	_
9.	Tthis drawing represents the method.	
		M
		•
		T
		<b>\</b>
		<del>(+</del>
A	1st angle projection	

В	Orthographic angle projection	
С	3rd Angle projection	
D	Isometric angle projection	
10.	Perspective drawings can be (s).	
Α	1 point perspective	
В	2 point perspective	<b>^</b>
С	3 point perspective	↓
D	All of the above	
		Œ
11.	The drawing produces an image in three dimensions that is very similar to what the human eye sees.	
A	perspective	
В	isometric	<b>↑</b>
		$\downarrow$
	oblique All of the above	r⊕
D	All of the above	
12.	The and the are two types of oblique	
	drawings.	
Α	isometric, axonometric	<u></u>
В	perspective 1 point, perspective 2 point	T
С	dimetric, trimetric	<b>\</b>
D	cavalier, cabinet	<b>(+</b> )

13.	This drawing represents a	
		<b>□</b>
		<b>\</b>
Α	1st angle projection	<b>(</b>
В	Top angle projection	
С	3rd angle projection	
D	Isometric angle projection	
14.	A technique that is used to create multiview drawings is called a (n) technique.	
14. A		a iii
	(n) technique.	
A	(n) technique. pictorial projection	
<b>A</b> B	(n) technique.  pictorial projection  orthographic projection	
A B C D	(n) technique.  pictorial projection  orthographic projection  multiview projection  drawing projection  The difference between a (n) and	↑
A B C D	(n) technique.  pictorial projection  orthographic projection  multiview projection  drawing projection  The difference between a (n) and  how the depth of the object is represented.	↑
A B C D	(n) technique.  pictorial projection orthographic projection multiview projection drawing projection  The difference between a (n) and how the depth of the object is represented.  1 point, 2 point perspective	
A B C D	(n) technique.  pictorial projection  orthographic projection  multiview projection  drawing projection  The difference between a (n) and  how the depth of the object is represented.	

**16.** This drawing represents a (n) \_\_\_\_\_ drawing.











- **A** Isometric
- **B** perspective
- C oblique cavalier
- **D** axonometric
- 17. What is (are) true about a three point perspective
- **A** It is very similar to what the human eye sees.



**B** A "bird's eye" views the object from above the object.



**C** A "worm's eye" views the object from the "floor" level.



All of the above



18. In an axonometric TRIMETRIC drawing



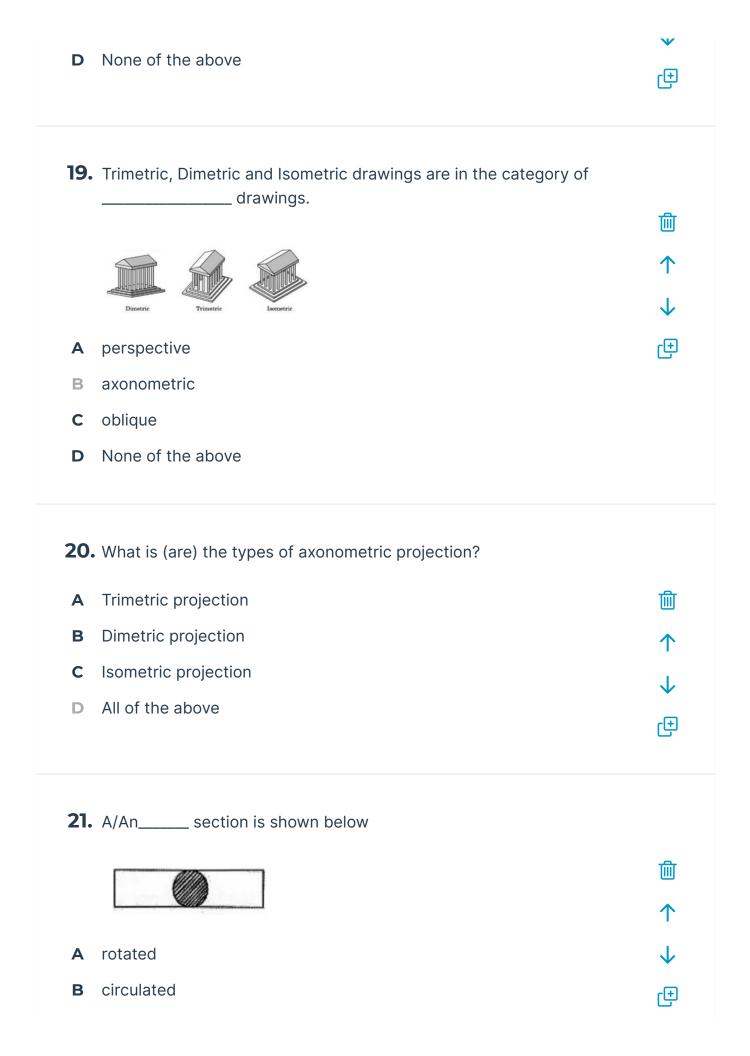


**B** two of the axes angles are equal.

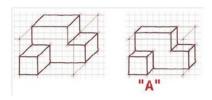


c none of the axes angles are equal.





- C Revolved
- **D** turned
- 22. The drawing below labeled "A" depicts an \_\_\_\_\_ projection.



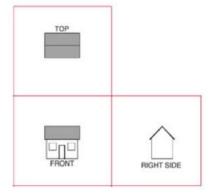




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- A oblique cavalier
- **B** oblique orthographic
- **C** oblique isometric
- D oblique cabinet
- **23.** The drawing below represents the \_\_\_\_\_\_.





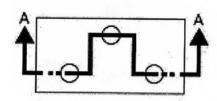




**(** 

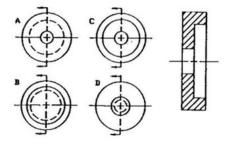
- A multiview drawing (second angle projection).
- B multiview drawing (third angle projection).
- c multiview drawing (fourth angle projection).
- **24.** A/An \_\_\_\_ section is shown below.







- **A** offset
- **B** Zig-Zag
- C Non-coplanar
- **D** Stepped
- **25.** The correct solution to the drawing on the left is illustrated by:



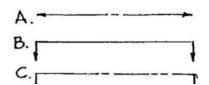






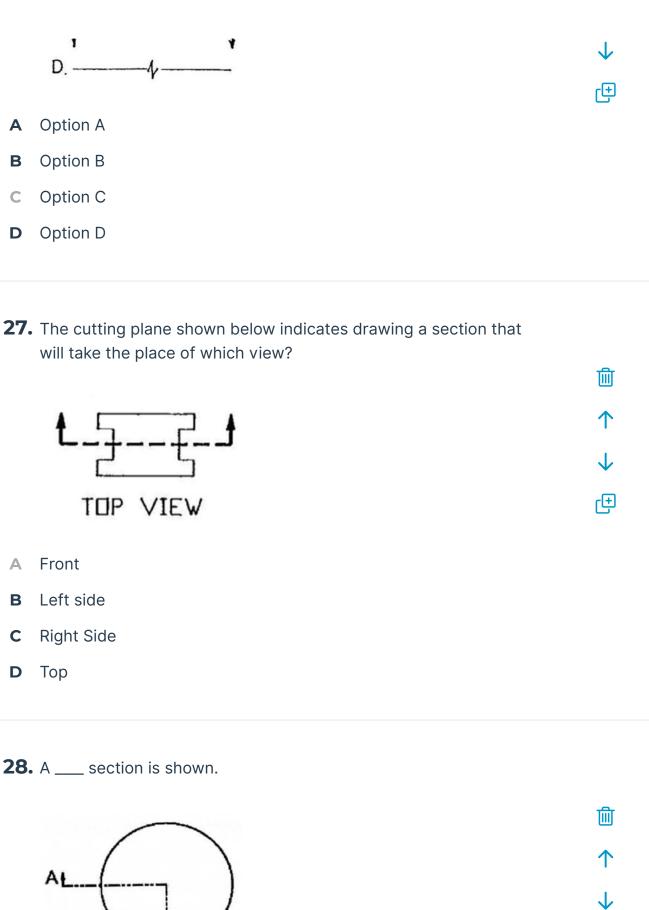


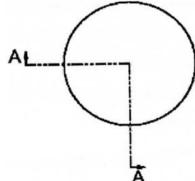
- A Option A
- **B** Option B
- C Option C
- **D** Option D
- **26.** The best example of a cutting plane line shown below is:





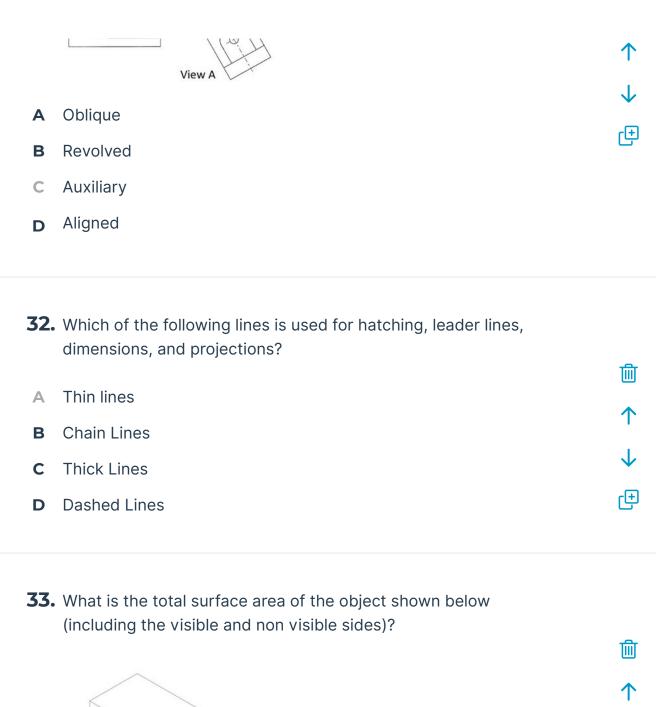


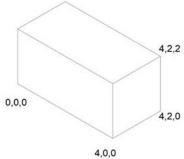






A	full	
В	three-quarter	
С	half	
D	quarter	
29.	Which of the cutting plane lines shown below would indicate a 1/2	
	section?	ı
	4 4 —	<b>→</b>
	$A \longrightarrow B \subset C$	<b>V</b>
A	Option A	<b>(+</b> )
В	Option B	
С	Option C	
D	None of the above	
70		
30.	Information use in a Bill of Materials includes material type and	
		Ŵ
A	Cutting speed	<b>^</b>
В	Tool path	<b>\</b>
С	Tolerance	
D	Quantity	Œ
31.	In the figure below, view "A" is a/ an view.	
		<del></del>
		圃

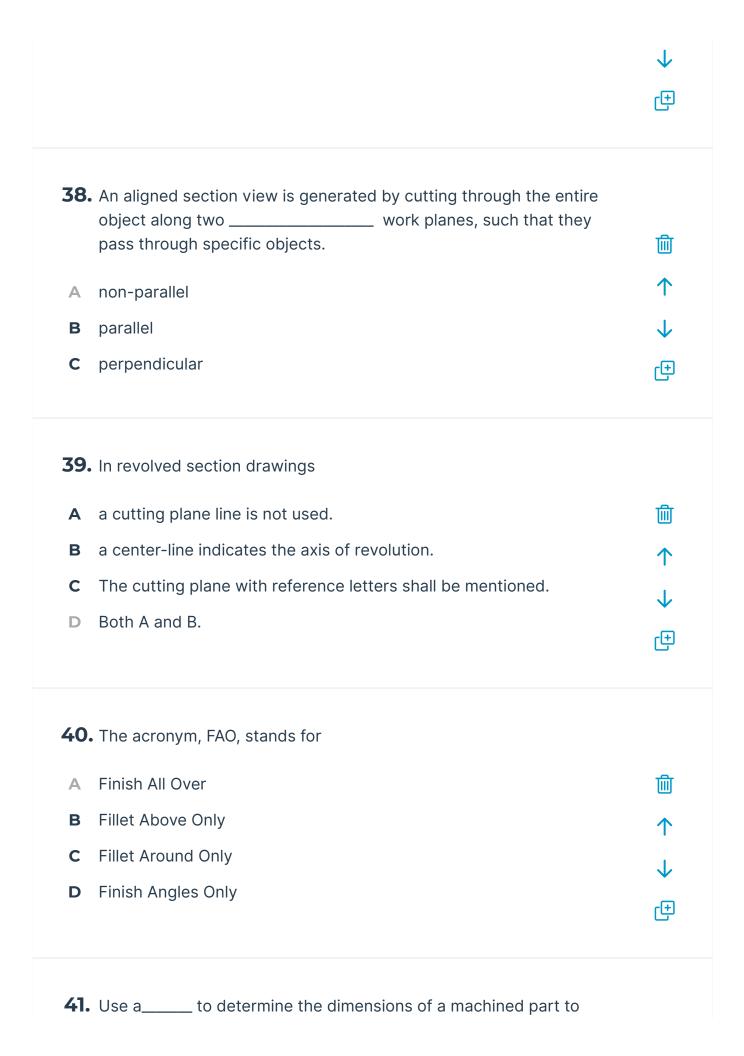


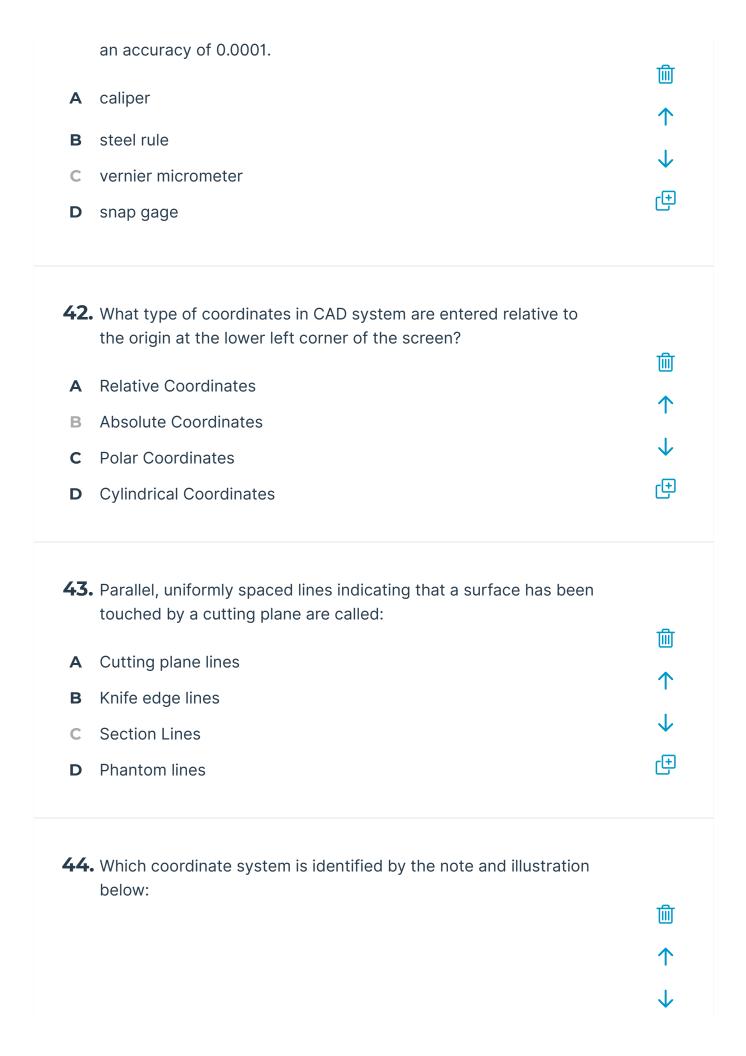




- **A** 24
- **B** 32
- **C** 40
- **D** 54

<b>34.</b> Which is (are) type (s) of dimension tolerances?	4
A Unilateral Tolerance	<u> </u>
B Bilateral Tolerance	$\uparrow$
C Limit dimensioning	$\downarrow$
All of the above	ГĖ
	ئ
<b>35.</b> Geometric Dimensioning and Positional Tolerancing is a dimensional practice which allows designers to set tolerance limits not for just the size of an object but of all the various	ı
characteristic of a part.	<b>^</b>
True	<b>↓</b>
	<del>(+</del>
<b>36.</b> Tolerancing means setting acceptable limits of variation.	
True	ı
	<b>^</b>
	<b>\</b>
	<b>(+</b> )
<b>37.</b> A sectional view communicates more information about objects external features than a conventional multiview drawing method	
can with hidden lines.	ı
	<b>^</b>
False	





1

A Absolute

**B** Axis

C Relative

**D** Polar

TO MOVE FROM POINT X TO POINT Y, START AT 1,1 AND GO TO 4,5.

**45.** Which coordinate system is identified by the note and illustration below?









TD MOVE FROM POINT X TO POINT Y, GO 45 DEG FOR A DISTANCE OF 1.4375".

**A** Absolute

**B** Axis

C Polar

**D** Relative

**46.** The \_\_\_\_ command allows a designer to shorten an entity to an intersection or remove a section of an entity between two intersections.



**A** Scale

J

**B** Copy

C D	Trim Mirror	æ
47 A B C	The command allows a designer to create a curved solid from a 2 D Polyline object by sweeping it around an axis.  Revolve  Scale  Mirror  Offset	
48 A B C	<ul> <li>The command allows a designer to configure the size of the drawing space in AutoCAD.</li> <li>Zoom Window</li> <li>Dimension Variables</li> <li>Zoom Extents</li> <li>Drawing Limits</li> </ul>	1 ↑ → 1
49 A B C	Various layers in a CAD system may     store different types of information     be current simultaneously     have different colors and software     sort data to other machines	

TO COOLUMBATES FOR A CLAWING MAY DE EMPEREN DY

A using the drop and drag method



B inputting the values directly from the keyboard



**C** inputting values using the stretch command



**D** inserting values through the use of the offset command



## Add a Question

**Multiple Choice** 

True / False

**Short Answer** 

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