AutoCAD Certified User Exam Correlation

The AutoCAD Certified User Exam, administered by Certiport, Inc., is designed for students seeking first-level certification in AutoCAD. The following table lists exam objectives for the AutoCAD Certified User Exam and correlates the objectives to chapters in *AutoCAD and Its Applications—Basics* where coverage is provided.

Topic, Subtopic, and Exam Objective	AutoCAD and Its Applications—Basics
User Interface	
UI Navigation/Interaction	
Access various tools to create, open, and publish a file.	1, 2, 6, 29, 33
Identify and state the purpose of the main interface elements.	1
Demonstrate the use of the tools on the Quick Access Toolbar.	1
Define and set the workspace.	1
Describe the functions of InfoCenter.	1
Use the Application Menu or Quick Access toolbar to open an existing file.	2
Describe the two primary spaces in AutoCAD.	2, 6, 28, 29
Use the Zoom and Pan commands to view different areas of the drawing.	6, 29
Creating Drawings	
Coordinate Entry	
Describe the two coordinate systems.	18
Use dynamic input, direct distance, and shortcut menus.	1, 3
Draw Tools and Settings	
Use the Line, Circle, Arc, Erase, Rectangle, and Polygon commands to create and erase geometry in the drawing.	3, 4
Use object snaps to accurately place and create objects in the drawing.	3, 7
Activate and use the Polar Tracking and Polar Snap modes to more accurately create geometry at different angles in the drawing.	3, 7
Explain, enable, and use object snap tracking to position geometry in the drawing.	3, 7

Topic, Subtopic, and Exam Objective	AutoCAD and Its Applications—Basics
Describe the process of setting Length and Angle units.	2
Describe the Snap and Grid, Polar Tracking, and Object Snap settings.	3, 7
Manipulating Objects	
Grips	
Use Grip modes to stretch, move, scale, rotate, or mirror an object.	13, 20
Object Selection	
Use single clicks to add and remove objects from a selection set.	3
Use a window to select only objects that are entirely enclosed by the rectangular area.	3
Use a window to select objects that the rectangular window encloses or crosses.	3
Move Objects	
Use coordinates, grid snap, object snaps, and other tools to move objects with precision.	12
Drawing Organization and Inquiry Commands	
Layers	
Use layers to organize objects in your drawing.	5
Object Properties	
Use the Quick Properties palette to display and change the most commonly used properties.	13, 20
Use the Properties palette to display and change the properties of the selected object or set of objects.	13, 25
Use the Match Properties command to apply the properties from a source object to destination objects.	13, 20, 23, 30
Linetypes	
Use linetypes to distinguish objects in the drawing.	5
Inquiry	
Use the Inquiry commands (Distance, Radius, Angle, Area, List, and ID) to obtain geometric information from the drawing objects.	15
Altering Objects	
Modify Tools	
Change the length of objects using the Trim and Extend commands.	11
Create parallel and offset geometry in your drawing by using the Offset command.	8
Use the Join command to combine multiple objects into a single object.	11
Break objects into two or more independent objects.	11
Apply a radius corner to two objects in the drawing.	11

Topic, Subtopic, and Exam Objective	AutoCAD and Its Applications—Basics
Apply an angled corner to two objects in the drawing.	11
Use the Stretch command to alter the shape of objects in the drawing.	11
Working with Layouts	
Layouts and Viewports	
Identify the environments in which you can plot data and create a new layout.	28, 29
Create and manipulate viewports.	6, 29
Annotating the Drawing	
Adding Text to a Drawing	
Use the Mtext command to create multiline text.	9
Create single line text.	10
Use different methods to edit text.	10
Create text styles to manage text.	9
Dimensioning	
Adding Dimensions to a Drawing	
Create dimensions using different options.	17, 18, 19
Use dimension styles to manage dimensions.	16
Create and edit multileader styles and multileaders.	18, 20
Use different commands and methods to edit dimensions.	20
Hatching Objects	
Hatching Objects	
Add a hatch pattern to a defined boundary.	23
Fills and Gradients	
Add a fill pattern or gradient to a defined boundary.	23
Edit Hatch Patterns and Fills	
Modify an existing hatch or fill.	23
Working with Reusable Content	
Blocks	
Define and name a block.	24
Specify the name and position of a block or drawing to insert in a drawing.	24
DesignCenter	
Use DesignCenter to reuse the data in a drawing.	5, 16, 23, 24, 28
Tool Palettes	
Access tool palettes and use their tools.	23, 24, 26

Topic, Subtopic, and Exam Objective	AutoCAD and Its Applications—Basics
Creating Additional Drawing Objects	
Shapes	
Create and edit polylines with the Polyline command.	4, 14
Create smooth curves with the Spline command.	4, 14
Create ellipses and elliptical arcs with the Ellipse command.	4
Plotting Your Drawing	
Output	
Create and activate page setups.	28
Plot design geometry from model space or from a layout.	6, 29