

## Exercise 23-10

1. Continue from Exercise 23-9 or start AutoCAD.
2. Start a new drawing from scratch or use a template of your choice. Save the drawing as EX23-10.
3. Set up the appropriate layers, including a layer for hatch patterns.
4. Use the **HATCH** command to create associative hatch patterns during this exercise.
5. Draw the original hatched rectangle shown in Figure 23-29A. Copy the rectangle to the right of the original and then use grips to stretch the copied object into the edited object.
6. Draw the original hatched object with the island shown in Figure 23-29B. Copy the object to the right of the original. Use the **MOVE** command to relocate the island inside the rectangle. Move the island outside of the rectangle boundary. What happens? Move the island back into the rectangle and then erase the island to see what happens.
7. Resave and close the file.
8. To continue practicing using the **HATCH** command, complete the activity in act23-10.dwg.
9. Keep AutoCAD open for the next exercise, or exit AutoCAD if necessary.