Chapter 24 Review

Standard Blocks

**Name:** **Click here and type your name**

Click in the shaded area and type your answer for each question. Use the [Tab] key to move from one answer field to the next.

 1. Why would you draw blocks on the 0 layer?

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 2. What properties do blocks drawn on a layer other than layer 0 assume when they are inserted?

 3. What characters can be used in a block name?

 4. Define the term nesting in relation to blocks.

 5. What is a block reference?

 6. Explain three ways to insert a block from the Current Drawing tab of the Blocks palette.

 7. Describe the effect of entering negative scale factors when inserting a block.

 8. What type of block is a one-unit line object?

 9. How do you enter values for the block insertion point, scale, and rotation angle in the Blocks palette?

 10. Name a limitation of a pattern created with the MINSERT command.

 11. What is the purpose of the BASE command?

 12. Explain how to insert a block into a drawing from DesignCenter.

 13. What command allows you to change a block’s properties to ByLayer without editing the block definition?

 14. Identify the command that allows you to break an inserted block into its individual objects for editing purposes.

 15. How can you edit all instances of an inserted block quickly?

 16. What is the primary difference between blocks created with the BLOCK and WBLOCK commands?

 17. Explain the advantage of storing a drawing as a wblock if you anticipate the need to insert the drawing into other drawings.

 18. Define symbol library.

 19. What is the purpose of the PURGE command?

 20. Explain how to remove all unused blocks from a drawing.