

Module M1-4 Review Quiz

1. How do Window and Crossing selection boxes differ?

- a. Window selects all objects fully inside, while Crossing selects objects touching or inside the selection box.
- b. Window selects objects inside or touching, while Crossing selects only objects fully inside the selection box.
- c. Window selects objects fully inside, while Crossing selects objects inside or touching the selection box.
- d. Window selects objects touching the selection box, while Crossing selects objects fully inside.

2. How can you deselect a selected object?

- a. Click the object again.
- b. Hold <Shift> and click the object.
- c. Right-click the object and choose Clear from the menu.
- d. Hold <Ctrl> and click the object.

3. What occurs when you select objects before initiating a command?

- a. They highlight by changing to dark gray with a thicker outline.
- b. They highlight by displaying as dashed with red squares and arrows.
- c. They highlight by displaying as dashed with blue squares and arrows.
- d. You get an error message asking you to select a command first.

4. During object selection, what two options are available to you?

- a. Filter and QSelect
- b. Inferred and Constrained
- c. Nested and Proxy
- d. Nearby and Fuzz Factor

5. Which of the following is not an entity selection method?

- a. Window Polygon
- b. Crossing Polygon
- c. Lasso
- d. Fence

6. When you select entities during a command, what do you type to change the selection mode to deselect entities?

- a. R (for Remove)
- b. D (for Deselect)
- c. P (for Pop from Selection Stack)
- d. 0 (zero, which turns OFF select mode)

7. When you are in deselection mode during a command, what do you type to switch back to selection mode?

- a. S (for Select)
- b. A (for Add)
- c. P (for Push onto the Selection Stack)
- d. 1 (zero, which turns ON select mode)