Command	Keystroke	lcon	Menu	Result
Line	Line / L	/	<u>D</u> raw > <u>L</u> ine	Draw a straight line segment from one point
Circle	Circle / C	③	<u>Draw > Circle > Center, Radius</u>	Draws a circle based on a center point and radius.
Erase	Erase / E	<u></u>	<u>M</u> odify > <u>E</u> rase	Erases an object.
Print	Print / Plot Cntl+P		<u>F</u> ile > <u>P</u> rint	Enables the Print/Plot Configuration Dialog Box
Undo	υ	t -	<u>E</u> dit > <u>U</u> ndo	Undoes the last command.
Rectangle	RECTANGLE / REC		<u>D</u> raw > Rectangle	Draws a rectangle after you enter one corner and then the second.
Multi Lines	MLINE / ML	No Icon	<u>D</u> raw > Multiline	Draw parallel lines based on the parameters you define.
Trim	TRIM / TR	-/	<u>M</u> odify > <u>T</u> rim	Trims objects to a selected cutting edge.
Extend	EXTEND / EX	- /	<u>M</u> odify > Exten <u>d</u>	Extends objects to a selected boundary edge.
Offset	OFFSET / O	<u>@</u>	Modify > Offset	Offsets an object (parallel) by a set
Object Snaps	OSNAP / OS / F3	OSNAP	Tools > Object Snap Settings	Brings up the OSNAP dialog box.

Endpoint - snaps to either the beginning or the end of an object such as a line - END

Midpoint - snaps to the exact middle of a line or an arc - MID Center - snaps to the center-point of a circle or arc - CEN Node - snaps to 'nodes' (not covered in this course) - NOD Quadrant - snaps to any of the four quadrants of a circle - QUA Intersection - snaps to the point where two object cross - INT Extension - Snaps to the phantom extension of an arc or line - EXT

Insertion - snaps to the insertion point of an object (such as a block or text) - INS Perpendicular - will snap so that the result is perpendicular to line selected - PER

Tangent - snaps to create a line tangent to a circle or arc - TAN Nearest - will find the closest point an object and snap to that point - NEA Parallel -Snaps parallel to a specified line - PAR None - temporarily turns off all Osnaps. (Pressing your F3 Key is quicker) - NON Osnap settings - opens the Osnap dialog box.

Oshiap settings - opens	the comp dialog box.			
Move	Move / M	4	Modify > Move	Moves an object or objects
Сору	Copy / CP	्र	Modify > Copy	Copies object(s) once or multiple times
Stretch	Stretch / S		<u>M</u> odify > Stretc <u>h</u>	Stretches an object after you have selected a portion of it
Mirror	Mirror / MI		<u>M</u> odify > M <u>i</u> rror	Creates a mirror image of an object or selection set
Rotate	Rotate / RO	0	<u>M</u> odify > <u>R</u> otate	Rotates objects to a certain angle
Fillet	Fillet / F		<u>M</u> odify > <u>F</u> illet	Creates a round corner between two lines
Chamfer	Chamfer / CHA		Modify > Chamfer	Creates an angled corner between two lines
Array	Array / AR	==	Modify > Array	Creates a repeating pattern of the selected objects
Layer	Layer / LA		<u>F</u> ormat > <u>L</u> ayer	Starts the Layer and Linetype property dialog box
Text	Text	No Icon	<u>D</u> raw > Single Line Te <u>x</u> t	Creates a single line of text
Dimension	Dim	Many	<u>D</u> imension > (<i>pick one</i>)	Dimensions previously drawn objects
Scale	Scale / SC		<u>M</u> odify > Sca <u>l</u> e	Proportionately resizes (or scales) objects
Properties	PROPERTIES	000 A	Modify > Properties	Displays the properties of the object in the Properties Palette
Match Properties	MATCHPROP		Modify > Match Properties	Copies the properties from one object to another