Lesson #1: Getting Started and AutoCad Fundamentals

1. Elements of The User Interface
   a. Application Menu
   b. Crosshairs and Prompts
   c. Drawing Window
   d. Quick Access Toolbar
   e. Ribbon
   f. InfoCenter
   g. Tooltips
   h. Command Line
   i. Status Bar

2. Creation of Lines
   a. Modification of lines

3. Creation of Polylines (PLINES)
   a. Editing coordinates of individual vertices
   b. Creating closed objects from polylines

4. Translating Objects

5. Rotating Objects

6. Creating Mirror Image Objects

7. Making Arrays of Objects

8. Saving and re-opening drawings

9. Printing Drawings