NAME:ADEDOKUN PRECIOUS ADEOLA

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When sketching an object or part that requires a sectional view, they are drawn by eye at an angle of approximately 45 degrees, and are spaced about 1/8″ apart. Since they are used to set off a section, they must be drawn with care. It is best to use the symbol for the material being shown as a section on a sketch.

NUMBER TWO

1. All dimension, extension, and leader lines should be thin, sharp, dark lines (.5mm/2H).
2. Extension lines indicate the points between which the dimension figures apply. They are drawn perpendicular to the dimension lines, start with a visible gap (~1/32") between them and the object, and terminate 1/8" (3.2 mm) beyond the last arrowhead.
3. Each dimension should be terminated by arrowheads touching the extension lines and pointing in opposite directions. Arrowheads are drawn freehand with .7mm/HB lead. The line should be broken only at the approximate center for the dimension figures.

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4. Dimensions shown with dimension lines and arrowheads should be placed to be read from the bottom of the drawing (unidirectional system).
5. All dimensions should be given in decimal format. When dimensions are given in inches, leading zeros are omitted from dimension values less than 1.00

NUMBER THREE
(A)HALF SECTION:-A **half-section** is a view of an object showing one-**half** of the view in **section**, as in the drawing below. The diagonal lines on the **section** drawing are used to indicate the area that has been theoretically cut.

(B)FULL SECTION

If the imaginary cutting plane passes through the entire object, splitting the drawn object in two with the interior of the object revealed, this is called a "**full section**." A **full section** is the most widely-used sectional view.

NUMBER FOUR
(a)closed filled or closed blank
(b)dimension leader
(c)dot
(d)tick

An arrow terminator is used to point to an edge of an item. The dot is used to point to a face. The Architectural tick can be used for referring to multiple parallel edges. The final type of line has no terminator, and is used for pointing at dimension lines or lines of Symmetry.

NUMBER FIVE
(A)Scale=5:1:-A scale of 5:1 means that everything is in reality five times as small. In other words: 1 cm in the drawing is 0.2 cm in reality.
(B)Scale=1:10:-A drawing at a **scale** of **1:10** means that the object is 10 times smaller than in

real life **scale** 1:1. You could also say, 1 unit in the drawing is equal to 10 units in real life.

NUMBER SIX

(A)diameter:-d

(B)radius:-r

(C)square:-2

(D)spherical radius:-Sr

NUMBER SEVEN

A (I)COORDSYS

(II)FEATURECOORDSYS

(III)FILTERCOORDSYS

B ORTHOGRAPHIC PROJECTION:-Orthographic projection is a means of representing three-dimensional objects in two dimensions. It is a form of parallel projection, in which all the projection lines are orthogonal to the projection plane, resulting in every plane of the scene appearing in affine transformation on the viewing surface.

NUMBER EIGHT

First angle projection is a types of Orthographic projection used to draw 3D objects in 2D object. Symbol of First Angle projection, In 1st angle projection system, object is placed in the first

quadrant and lies in between observer and plane of projection.

In third angle projection, the observer is on the right side of the object and the orthographic view is projected on a plane located between the view point and the object. The right view is projected onto the right side of the front view and the top view is projected above the front view.

Normally when drawing in first or third angle projection a symbol is drawn which clearly shows which angle of projection has been used.

NUMBER NINE

A.FIRST ANGEL PROJECTION AND ITS SYMBOL

First angle projection is a method of creating a 2D drawing of a 3D object.

Symbol is L-shape.

B. THIRD ANGLE PROJECTION AND ITS SYMBOL

OBJECTIVE SECTION

1. A
2. A
3. C
4. B
5. A
6. B
7. C
8. B
9. A
10. A
11. C
12. A
13. D
14. C
15. D