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**MATRIC NO: 18/ENG06/064.**

**DEPARTMENT: MECHANICAL ENGINEERING.**

**COURSE CODE: ENG 232. COURSE: ENGINEERING DRAWING**

***SUBJECTIVE***

1. *A section is represented by Hatching Lines.*
2. *Dimension and projection lines are narrow continuous lines 0.35mm thick, if possible, clearly placed outside the outline of the drawing.*

*ii.) Arrowhead should be approximately triangular, must be uniform size and shape and in every case touch the dimension lines to which they refer.*

*iii.) Arrowhead drawn manually should be filled in, arrowheads drawn by machine does not need to be filled in.*

*Iv.) Adequate space must be left between rows of dimensions and a spacing of about 12mm is recommended.*

*V.) Centre lines must never be used as dimension lines but must be left clear and distinct.*

*vi.) Dimensions are quoted in millimetres to the minimum number of significant figures.*

*Vii.) To enable dimension to be read clearly, figures are placed so that they can be read from the bottom of the drawing.*

1. *Half section;*

 *This is a view of an object showing one half of the view in section, the diagonal lines on the section drawing.*

*Full section;*

 *If the imaginary cutting plane phases through the entire object, splitting the drawn object in two with the interior of the object revealed.*

1. *A leader line can be terminated in three ways.*
	1. *With a dot within the outline of the object (surface)*
	2. *With an arrowhead on the outline of the object (edge)*
	3. *Without a dot or an arrowhead on a dimension line.*
2. *Scale 5:1*

*This means the drawing will mean that the drawing of the object is 5 times as large as the object itself.*

*Scale 1:10*

*This means the object is 10 times smaller than in real life.*

1. *Diameter*

*Radius*

*R*

*Square*

*Spherical radius*

*SR*

*Centre line*

 *Cutting plane line*

**

*Long break*

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1. *An orthographic projection is a means of representing three dimensional objects in two dimensions..*
2. *First angle projection is a method of creating a 2D drawing of a 3D object.*

*Third angle projection is a method of orthographic projection which is a technique in portraying a 3D design using a series of 2D views.*

***OBJECTIVES***

1. *A*
2. *B*
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*