

NAME: OGUNJIMI ALEEM AKINOLA

MATRIC NO: 18/ENG04/060

DEPT: ELECT/ELECT

COURSE CODE: ENG 232

OBJECTIVE

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

THEORY

1. Hatching line on the surface at angle 45

After completing a drawing, it is necessary that its measurements and notes should be written in such a way that they can be read easily.

2. Follow are the Principles that have been devised for this purpose.
 - The dimensions should be given on such view which illustrates the true shape and size of an object.

- As far as possible the dimensions should be given outside a view but can be given inside as well if unavoidable.
- All the dimensions are given in group form. Scattering of these is not correct.
- The dimensions should be intelligibly written.
- All the dimensions should be written parallel to the object line and the numbers should be written such that they could be read easily.
- The dimensions should not be repeated unless necessary.
- The unnecessary dimensions should be avoided.
- The extension and dimension lines should not intersect in any case.
- While giving dimension after completing a drawing, it should be kept in mind that no unit should be written with any number.

3. Half section: it is a view of an object showing one half of the view in section (full section)

Full section: it is a view of an object showing half of the view in section (the cutting plane for passes fully through the part.

4. They are terminated by the use of termination and sine text such as

- Closed filled or closed blank
- Dot
- Tick

5. a) scale = 5:1

it means that the original measurement should be multiplied by 5

b) scale = 1:10

it means that the original measurement should be divided by 10

6. a) diameter = \varnothing

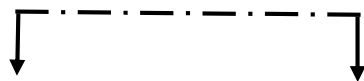
b) radius = R

c) square = S

d) spherical radius = **SR**

e) Centre line = 

f) cutting plane line =



g) long break =

7. a) Element are; front view, side view and plain/top view
b) orthographic projection: Orthographic projection (sometimes referred to as orthogonal projection, used to be called analemma) 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. The obverse of an orthographic projection is an oblique projection, which is a parallel projection in which the projection lines are not orthogonal to the projection plane.
8. It is when all the plane of the object is arranged in first angle or third angle or affine transformation (projection)
9. A) First angle projection: It is a method of creating 2d drawing of a 3D object.
b) third angle projection: it is a method of orthographic projection which is a technique in portraying a 3D design using a series of 2D views.