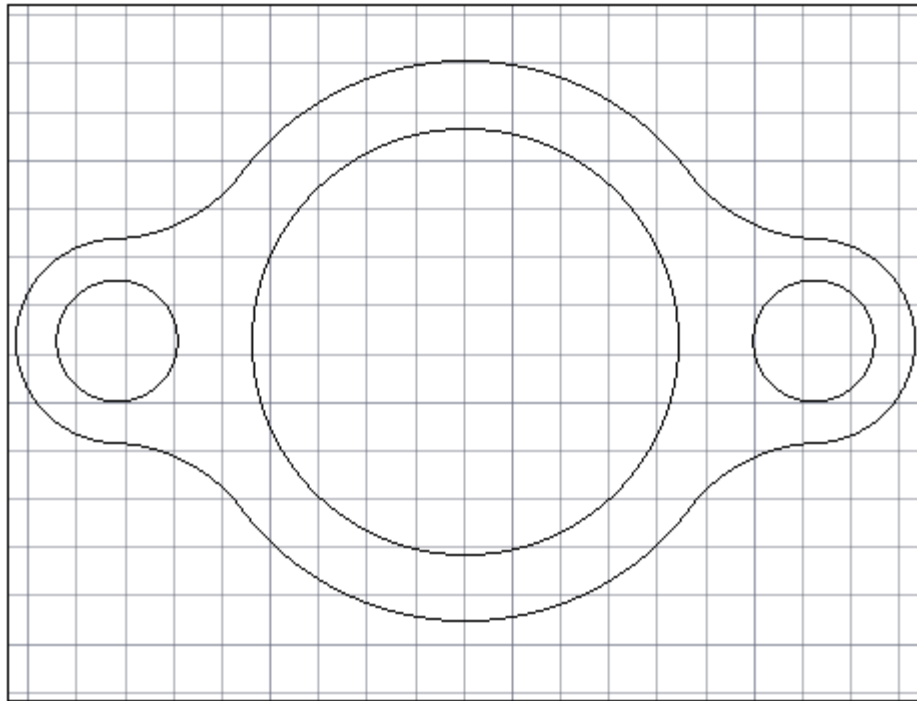


**Task 1 :****Procedure:**

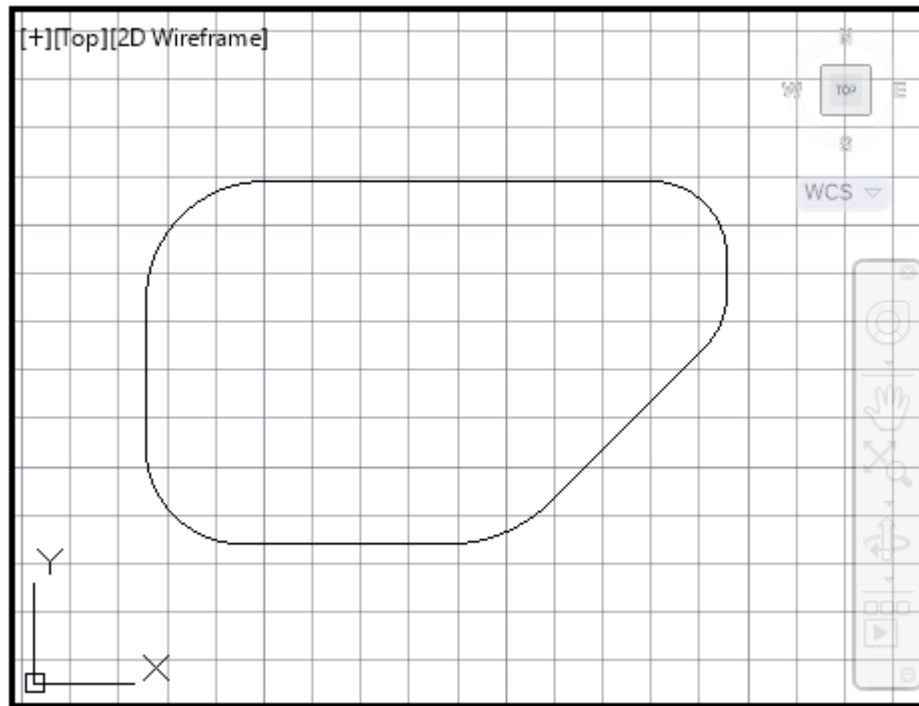
- Draw two circles with same center one of the diameter of 88 units and other of radius 58 units
- Draw line of 72 units on both sides of the drawn circle center
- Draw two circles one of the diameter 25 units and another of the radius 21 units on the ends of each drawn line
- Fillet the outside circles with radius 33 units at every side
- Trim the unwanted parts from the diagram

**Commands :**

Command: c CIRCLE Specify center point for circle or [3P/2P/Ttr (tan tan radius)]: r Point or option keyword required. Specify center point for circle or [3P/2P/Ttr (tan tan radius)]: Specify radius of circle or [Diameter]: 58 Command: Press ESC or ENTER to exit, or right-click to display shortcut menu. Command: C CIRCLE	Specify base point or [Displacement/mOde] <Displacement>: Specify second point or [Array] <use first point as displacement>: *Cancel* Command: l LINE Specify first point: Specify next point or [Undo]: 72 Specify next point or [Undo]: `*Cancel*` Command: c*Cancel* Command: *Cancel* Command: C CIRCLE	Select objects: 1 found Select objects: 1 found, 2 total Select objects: Current settings: Copy mode = Multiple Specify base point or [Displacement/mOde] <Displacement>: Specify second point or [Array] <use first point as displacement>: *Cancel* Command: MI MIRROR Select objects: Specify opposite corner: 0 found Select objects: 1 found Select objects: 1 found, 2 total
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[illegible]

## Task 2:



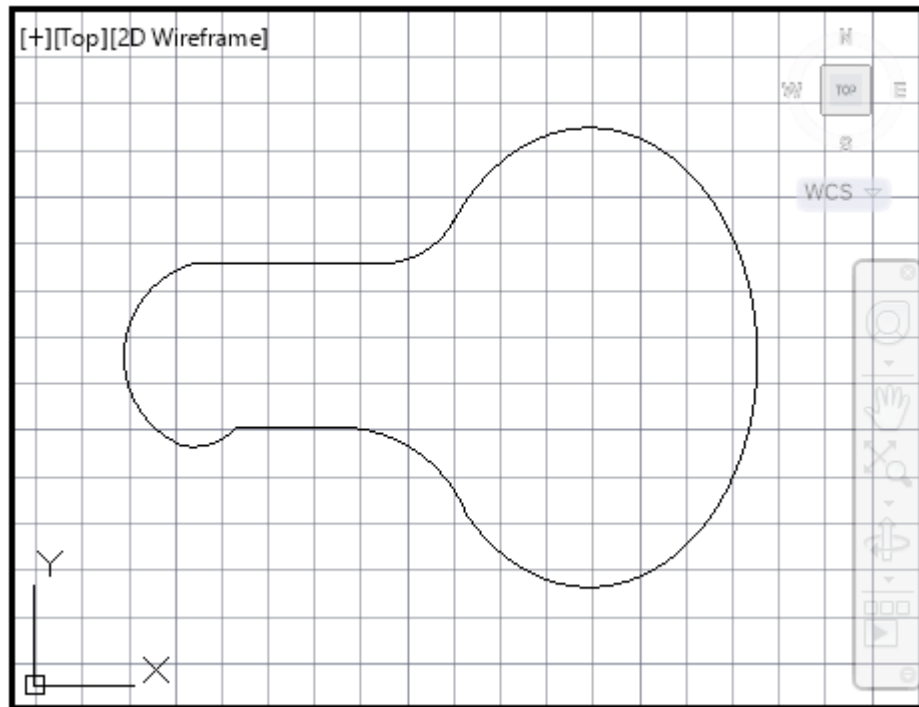
### Procedure:

- Draw a rectangle of length 120 units and width 75 units
- Fillet the top left and bottom left corner with radius 25 units and 20 units respectively
- Chamfer the bottom right corner with angle 45 degree
- Fillet the top right and bottom right corner with radius 15 and 30 units respectively
- Trim the unwanted parts from the figure

### Commands:

Command: RE REGEN Regenerating model. Command: *Cancel* Command: REC RECTANG Specify first corner point or [Chamfer/Elevation/Fillet/Thickness/ Width]: Specify other corner point or [Area/Dimensions/Rotation]: d Specify length for rectangles <10.0000>: 120 Specify width for rectangles <10.0000>: 75 Specify other corner point or [Area/Dimensions/Rotation]:	Select second object or shift-select to apply corner or [Radius]: Command: *Cancel* Command: FILLET Current settings: Mode = NOTRIM, Radius = 25.0000 Select first object or [Undo/Polyline/Radius/Trim/Multipl e]: r Specify fillet radius <25.0000>: 20 Select first object or [Undo/Polyline/Radius/Trim/Multipl e]: Select second object or shift-select to apply corner or [Radius]: Command: FILLET	Command: Specify opposite corner or [Fence/WPolygon/CPolygon]: *Cancel* Command: Press ESC or ENTER to exit, or right-click to display shortcut menu. Command: CHA CHAMFER (NOTRIM mode) Current chamfer Dist1 = 0.0000, Dist2 = 0.0000 Select first line or [Undo/Polyline/Distance/Angle/Trim/mEthod/ Multiple]: a Specify chamfer length on the first line <0.0000>: 45 Specify chamfer angle from the first line <0>: 45
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<p>Crossing Lasso Press Spacebar to cycle options Command: Press ESC or ENTER to exit, or right-click to display shortcut menu. Command: F FILLET Current settings: Mode = NOTRIM, Radius = 30.0000 Select first object or [Undo/Polyline/Radius/Trim/Multiple]: r Specify fillet radius &lt;30.0000&gt;: 15 Select first object or Select first object or [Undo/Polyline/Radius/Trim/Multiple]: r Specify fillet radius &lt;33.0000&gt;: 25 Select first object or [Undo/Polyline/Radius/Trim/Multiple]:  [Undo/Polyline/Radius/Trim/Multiple]: Select second object or shift-select to apply corner or [Radius]: Command: *Cancel* Command: TR TRIM Current settings: Projection=View, Edge=None, Mode=Quick Select object to trim or shift-select to extend or [cuTting edges/Crossing/mOde/Project/eRase]: Select object to trim or shift-select to extend or [cuTting edges/Crossing/mOde/Project/eRase/Undo]: Specify next fence point or [Undo]: Specify next fence point or [Undo]: Select object to trim or shift-select to extend or</p>	<p>[cuTting edges/Crossing/mOde/Project/eRase/Undo]: Select object to trim or shift-select to extend or [cuTting edges/Crossing/mOde/Project/eRase/Undo]: Select object to trim or shift-select to extend or Command: *Cancel* Select first object or [Undo/Polyline/Radius/Trim/Multiple]: Select second object or shift-select to apply corner or [Radius]: Select second object or shift-select to apply corner or [Radius]: Command: *Cancel* Command: CH PROPERTIES [cuTting edges/Crossing/mOde/Project/eRase/Undo]: Select object to trim or shift-select to extend or [cuTting edges/Crossing/mOde/Project/eRase/Undo]: Select object to trim or shift-select to extend or [cuTting edges/Crossing/mOde/Project/eRase/Undo]: Select object to trim or shift-select to extend or</p>	<p>Command: &lt;Switching to: Layout1&gt; Regenerating layout. Regenerating model - caching viewports. Command: Specify opposite corner or [Fence/WPolygon/CPolygon]: *Cancel* Command: _MSPACE Command: Press ESC or ENTER to exit, or right-click to display shortcut menu.</p>
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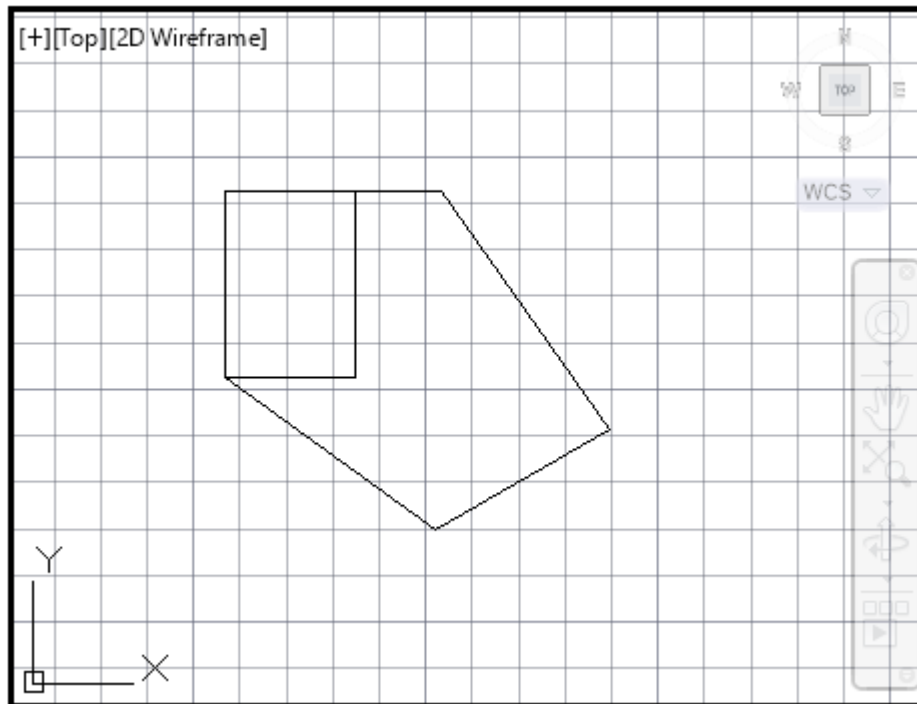
**Task 3:****Procedure:**

- Draw a line of line of 85 units
- Draw a polygon of 36 units at right and 15 units at left
- Offset the line with distance 20 on both sides
- Fillet the both the polygon with the line
- Trim the unwanted parts from the diagram

**Commands:**

Command: l LINE Specify first point: 85 Specify next point or [Undo]: Specify next point or [Undo]: *Cancel* Command: LINE Specify first point: Specify next point or [Undo]: 85 Specify next point or [Undo]: *Cancel* Command: o OFFSET Current settings: Erase source=No Layer=Source OFFSETGAPTYPE=0 Specify offset distance or [Through/Erase/Layer] <Through>: 20	Command: _arc Specify start point of arc or [Center]: Specify second point of arc or [Center/End]: _e Specify end point of arc: Specify center point of arc (hold Ctrl to switch direction) or [Angle/Direction/Radius]: _a Specify included angle (hold Ctrl to switch direction): 15 Command: Command: ** STRETCH ** Specify stretch point or [Base point/Copy/Undo/eXit]:	FILLET Current settings: Mode = NOTRIM, Radius = 15.0000 Select first object or [Undo/Polyline/Radius/Trim/Multiple]: r Specify fillet radius <15.0000>: 18 Select first object or [Undo/Polyline/Radius/Trim/Multiple]: Select second object or shift-select to apply corner or [Radius]: Command: Command: ** STRETCH ** Specify stretch point or [Base point/Copy/Undo/eXit]:
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<p>Select object to offset or [Exit/Undo]  Command:  <b>** STRETCH **</b>  Specify stretch point or [Base point/Copy/Undo/eXit]: *Cancel*  Command: Specify opposite corner or [Fence/WPolygon/CPolygon]: *Cancel*  Command: f  FILLET  Current settings: Mode = NOTRIM, Radius = 15.0000  Select first object or [Undo/Polyline/Radius/Trim/Multiple]: r  Specify fillet radius &lt;15.0000&gt;: 18  Select first object or [Undo/Polyline/Radius/Trim/Multiple]:  Select second object or shift-select to apply corner or [Radius]:  Command: L  LINE  Specify first point:  Specify next point or [Undo]:  Specify next point or [Undo]: *Cancel*  Command: FILLET  Current settings: Mode = NOTRIM, Radius = 18.0000  Select first object or  No valid fillet with radius 43.0000  Select second object or shift-select to apply corner or [Radius]:  Command:  Command: _pline  Specify start point:  Current line-width is 0.0000  [cutting edges/Crossing/mode/Project/erase/Undo]:  Select object to trim or shift-select to extend or  Select object to trim or shift-select to extend or  <b>** STRETCH **</b>  Specify stretch point or [Base point/Copy/Undo/eXit]:  Command: *Cancel*  Command: TR  TRIM  Current settings: Projection=View, Edge=None, Mode=Quick</p>	<p>Command: *Cancel*  Command:  Press ESC or ENTER to exit, or right-click to display shortcut menu.  Command: c  CIRCLE  Specify center point for circle or [3P/2P/Ttr (tan tan radius)]:  Specify radius of circle or [Diameter]:  Command: F  Specify next point or [Arc/Close/Halfwidth/Length/Undo/Width]:  Command:  <b>** STRETCH **</b>  Specify stretch point or [Base point/Copy/Undo/eXit]:  Command: Specify opposite corner or [Fence/WPolygon/CPolygon]: *Cancel*  Command: *Cancel*  Command: FILLET  Current settings: Mode = NOTRIM, Radius = 43.0000  Select first object or [Undo/Polyline/Radius/Trim/Multiple]: r  Specify fillet radius &lt;43.0000&gt;: 43  Select first object or [Undo/Polyline/Radius/Trim/Multiple]:  Select second object or shift-select to apply corner or [Radius]:  TRIM  Current settings: Projection=View, Edge=None, Mode=Quick  Select object to trim or shift-select to extend or  [cutting edges/Crossing/mode/Project/erase/Undo]: *Cancel*  Command:  Press ESC or ENTER to exit, or right-click to display shortcut menu.  Command: *Cancel*  Command: &lt;Switching to: Layout1&gt;  Restoring cached viewports -  Regenerating layout.</p>	<p>Command: *Cancel*  Command: _u Grip Edit  Command: _u FILLET  Command: _u INTELLIZOOM  INTELLIZOOM  Crossing Lasso Press Spacebar to cycle options  Press ESC or ENTER to exit, or right-click to display shortcut menu.  <b>** STRETCH **</b>  Specify next point or [Arc/Halfwidth/Length/Undo/Width]:  &lt;Ortho off&gt;  Specify next point or [Arc/Close/Halfwidth/Length/Undo/Width]:  Specify stretch point or [Base point/Copy/Undo/eXit]:  Command:  <b>** STRETCH **</b>  Specify stretch point or [Base point/Copy/Undo/eXit]:  Command: Specify opposite corner or [Fence/WPolygon/CPolygon]: *Cancel*  Command: *Cancel*  Command: TR  TRIM  Current settings: Projection=View, Edge=None, Mode=Quick  Select object to trim or shift-select to extend or  [cutting edges/Crossing/mode/Project/erase/Undo]:  Select object to trim or shift-select to extend or  Select object to trim or shift-select to extend or  [cutting edges/Crossing/mode/Project/erase/Undo]:  [cutting edges/Crossing/mode/Project/erase/Undo]: *Cancel*  Command:  Command:  <b>** STRETCH **</b>  Specify stretch point or [Base point/Copy/Undo/eXit]:</p>
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**Task 4:****Procedure:**

- Draw two lines of 40 , 40 units perpendicularly
- Draw line of 40 with angle of 45 degree at bottom line
- Draw another line of 60 units with angle of 105 degree
- Draw perpendicular line to the previous line and join to the first line

**Commands:**

Command: l LINE Specify first point: Specify next point or [Undo]: 40 Specify next point or [Undo]: *Cancel* Command: LINE Specify first point: Specify next point or [Undo]: 40 Specify next point or [Undo]: <Polar on> 40	Select object to trim or shift-select to extend or [cuTting edges/Crossing/mOde/Project/eRase]: Select object to trim or shift-select to extend or [cuTting edges/Crossing/mOde/Project/eRase/Undo]: *Cancel* Command: o OFFSET Current settings: Erase source=No Layer=Source OFFSETGAPTYPE=0	** STRETCH ** Specify stretch point or [Base point/Copy/Undo/eXit]: <Polar on> Command: *Cancel* Command: Command: Specify stretch point or [Base point/Copy/Undo/eXit]: Command: *Cancel* Command: Command: ** STRETCH ** Specify stretch point or [Base point/Copy/Undo/eXit]:
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<p>Specify next point or [Close/Undo]: 60</p> <p>Specify next point or [Close/Undo]: &lt;Ortho on&gt; &lt;Ortho off&gt; &lt;Polar on&gt;</p> <p>Specify next point or [Close/Undo]:</p> <p>Specify next point or [Close/Undo]: *Cancel*</p> <p>Command:</p> <p>Command:</p> <p>** STRETCH **</p> <p>Specify stretch point or [Base point/Copy/Undo/eXit]: &lt;Ortho on&gt; *Cancel*</p> <p>Command:</p> <p>** STRETCH **</p> <p>Specify stretch point or [Base point/Copy/Undo/eXit]:</p> <p>Command: *Cancel*</p> <p>Command: tr</p> <p>TRIM</p> <p>Current settings: Projection=View, Edge=None, Mode=Quick</p> <p>** STRETCH **</p> <p>Specify stretch point or [Base point/Copy/Undo/eXit]:</p> <p>Command: *Cancel*</p> <p>Command:</p> <p>** STRETCH **</p> <p>Specify stretch point or [Base point/Copy/Undo/eXit]:</p> <p>Command: Specify opposite corner or [Fence/WPolygon/CPolygon]: *Cancel*</p> <p>Command:</p> <p>** STRETCH **</p> <p>Specify stretch point or [Base point/Copy/Undo/eXit]:</p> <p>Command:</p>	<p>Specify offset distance or [Through/Erase/Layer] &lt;Through&gt;: 40</p> <p>Select object to offset or [Exit/Undo] &lt;Exit&gt;:</p> <p>Specify point on side to offset or [Exit/Multiple/Undo] &lt;Exit&gt;:</p> <p>Select object to offset or [Exit/Undo] &lt;Exit&gt;:</p> <p>*Cancel*</p> <p>Command: l</p> <p>LINE</p> <p>Specify first point:</p> <p>Specify next point or [Undo]:</p> <p>Specify next point or [Undo]: *Cancel*</p> <p>Command:</p> <p>Press ESC or ENTER to exit, or right-click to display shortcut menu.</p> <p>Command:</p> <p>Command:</p> <p>[cuTting edges/Crossing/mOde/Project/eRase/Undo]:</p> <p>Select object to trim or shift-select to extend or</p> <p>[cuTting edges/Crossing/mOde/Project/eRase/Undo]:</p> <p>*Cancel*</p> <p>Command:</p> <p>Command:</p> <p>** STRETCH **</p> <p>Specify stretch point or [Base point/Copy/Undo/eXit]:</p> <p>Command: *Cancel*</p> <p>Command: &lt;Switching to: Layout1&gt;</p> <p>Restoring cached viewports - Regenerating layout.</p> <p>Regenerating 8 modified entities.</p> <p>Command: Specify opposite corner or [Fence/WPolygon/CPolygon]:</p> <p>Command:</p> <p>Press ESC or ENTER to exit, or right-click to display shortcut menu.</p> <p>Command:</p> <p>Automatic save to</p>	<p>Command: *Cancel*</p> <p>Command:</p> <p>Press ESC or ENTER to exit, or right-click to display shortcut menu.</p> <p>Command: *Cancel*</p> <p>Specify stretch point or [Base point/Copy/Undo/eXit]:</p> <p>Command: *Cancel*</p> <p>Command: tr</p> <p>TRIM</p> <p>Current settings: Projection=View, Edge=None, Mode=Quick</p> <p>Select object to trim or shift-select to extend or</p> <p>[cuTting edges/Crossing/mOde/Project/eRase]:</p> <p>Select object to trim or shift-select to extend or</p> <p>[cuTting edges/Crossing/mOde/Project/eRase/Undo]:</p> <p>Select object to trim or shift-select to extend or</p> <p>C:\Users\fahim\AppData\Local\Temp\lab 06_1_18050_64aefc06.sv\$ ...</p>
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