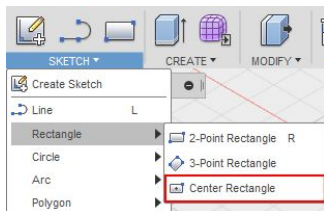
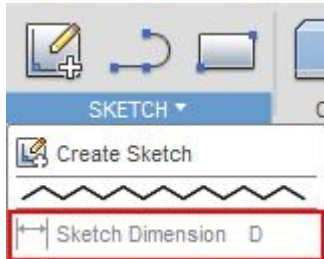
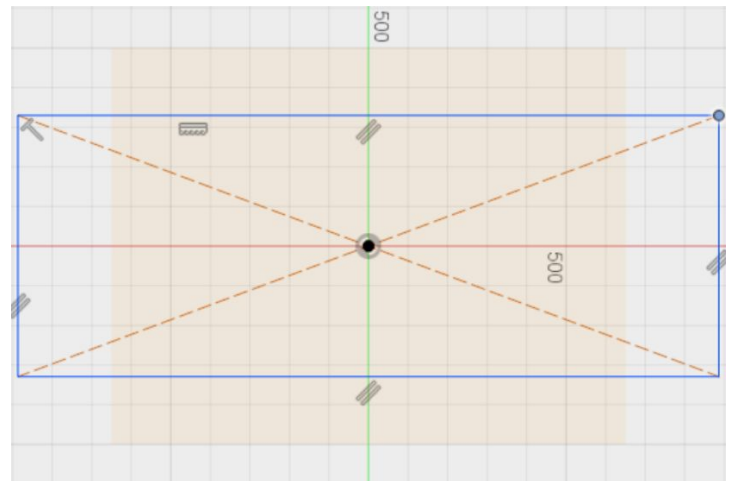




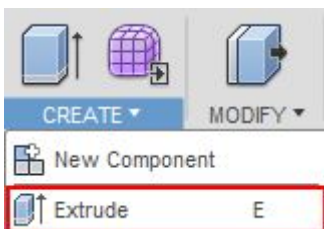
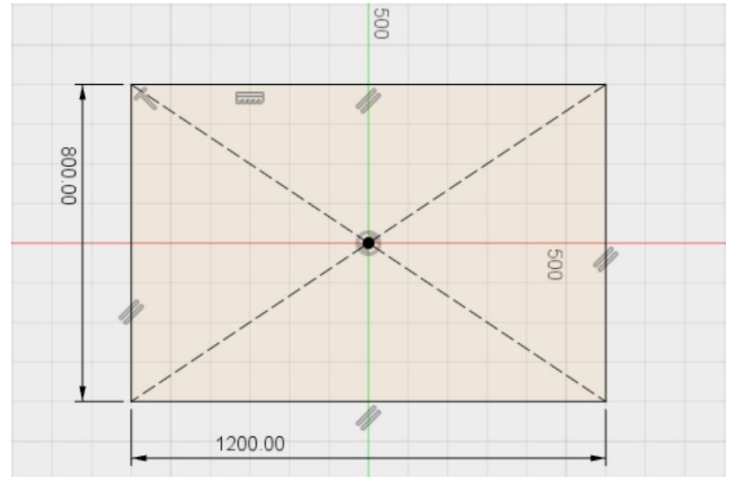
- 1) **Create sketch** on the horizontal plane



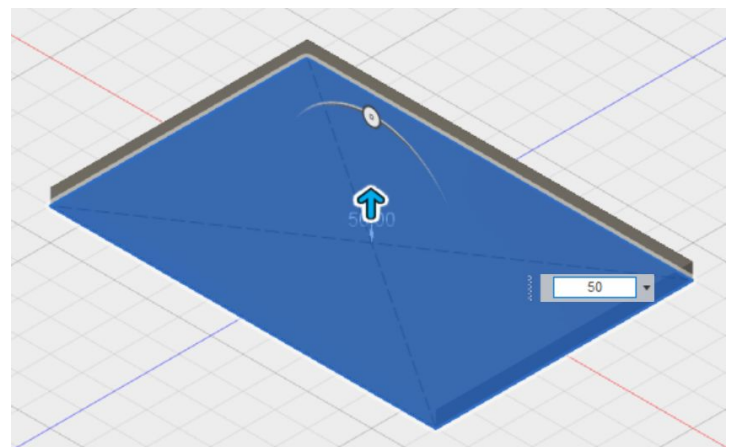
- 2) Create a **center rectangle**
 - a) Center in the origin
 - b) Undefined dimensions



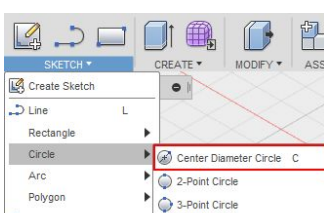
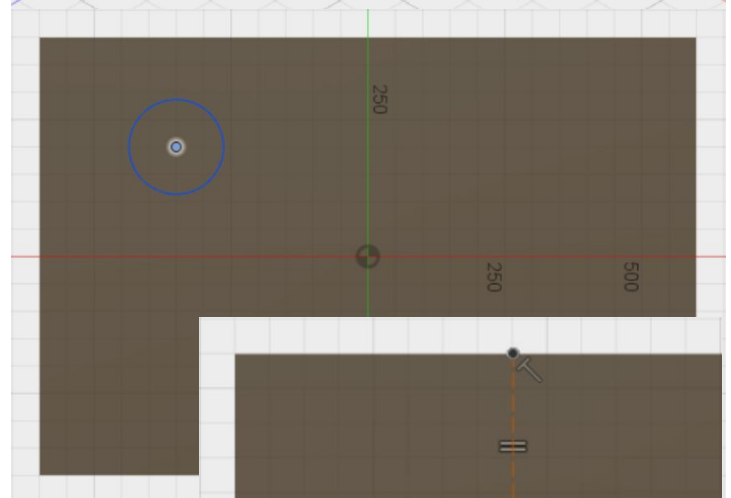
- 3) **Dimension (D)** the sides as shown in the picture to the right
- 4) Now the lines should be black.



- 5) **Extrude (E)** the rectangle up 50 mm

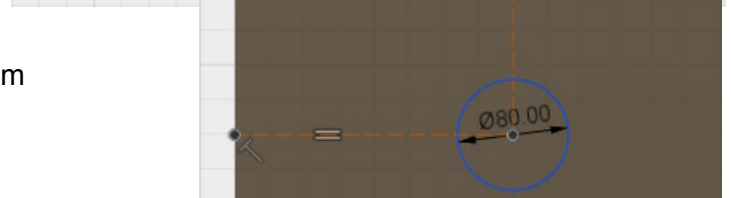


- 6) **Create sketch** on the bottom of the tabletop

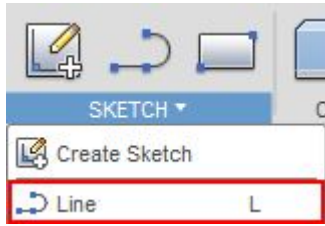


- 7) Create **center diameter circle**
 - a) Undefined radius
 - b) Undefined position

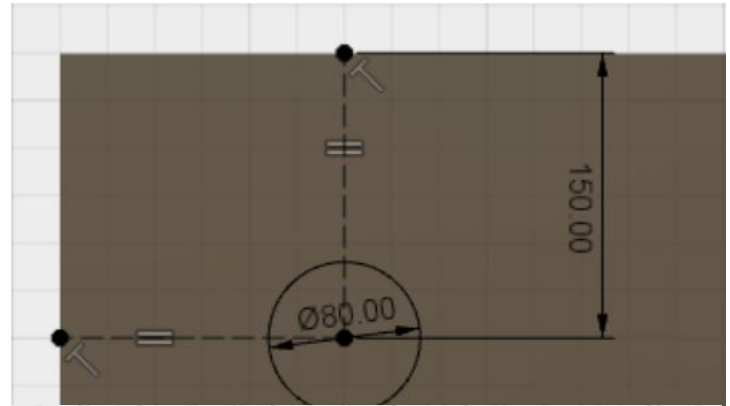
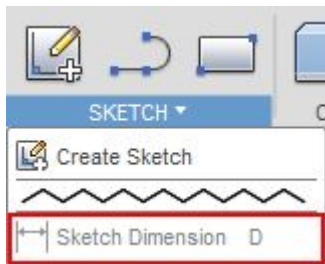
- 8) **Dimension (D)** radius to 80mm



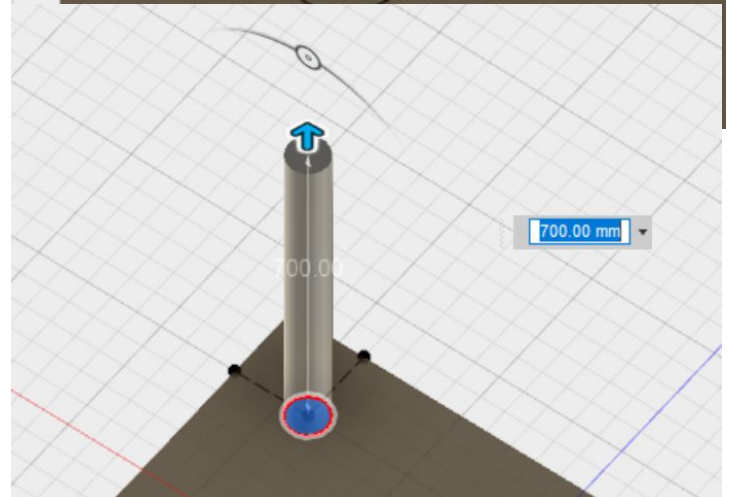
- 9) Draw two **line (L)** from the center of the circle to the sides of the table.
- 10) Make them dashed by selecting the **Construction** under the Sketch palette on the right.
- 11) Constrain the dashed line:
 - a) **Perpendicular** to the sides
 - b) **Equal** each other



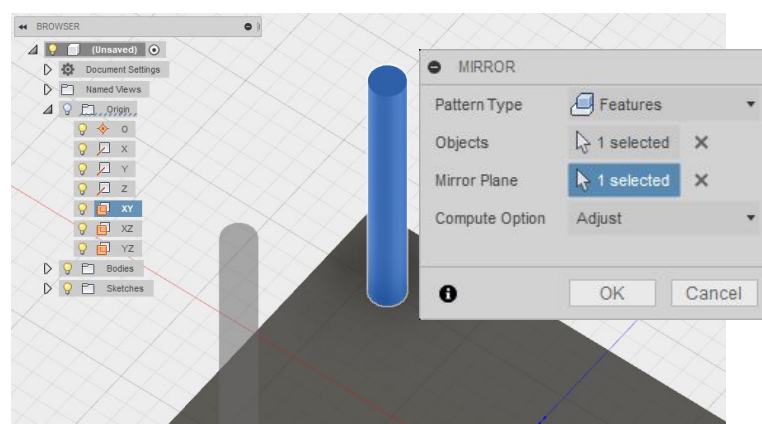
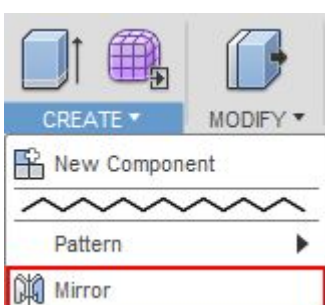
- 12) **Dimension (D)** the distance of one of the lines, and the other line should follow suit.

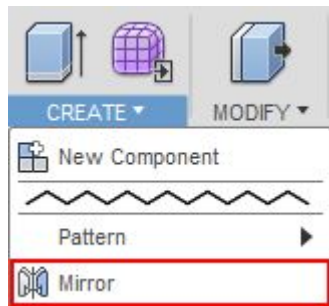


- 13) **Extrude (E)** the circle to create a leg



- 14) **Mirror** the leg
 - a) Type: Features
 - b) Objects: Extrusion i
tidslinnja
 - c) Plane: XY





15) **Mirror** again to create the to last legs

- Type: Features
- Objects: Extrusion and mirror in the timeline
- Plane: XY

