**Line.ByStartPointEndPoint**: from point create curve

**Curve.Extrude:** create surface from 1 curve and 1 vector

**List.Map:** function use sub list

**List.Transpose:** colum to row

**List.GetItemAtIndex:** get item of list

**List.RestOfItems:** get all item except fist item

**List.FilterByBoolMask:** filter item follow list true,false

**List.SortByFunction:** sort follow item that you choose(List.GetItemAtIndex)

**List.ShiftIndicates:** to change list: item 0 -> item1,item1->item2 ….,itemLast->item0

**> level of list**

**List.Create:** compile a list

**SunSetting.Current:** seting of sun

**SunSetting.SunDirection:** get vector of sun

**Surface.ByPatch:** create surface from close polygon

**Surface.Thicken:** create thickness for surface

**Family Types:** get family

**FamilyInstance.ByPoint:** creat instance of family( input list point)

**Geometry.DistanceTo:** get distance from 2 object or list

**Math.RemapRange:** change value of list follow min and max but rate is constant

**Element.SetParameterByName:** set value for parameter

**Select Model Element:** select element from model

**Element.Curves:** Get curve of element

**Point.ByOriginNormal:** create plance from 1 point and 1 vector mormal

**Geometry.IntersectAll:** create intersec point of 2 geometery(geometery is plane and entity is object) and choose Lacing is Cross Product

**AdaptiveComponent.ByPoints:** create elemnt from family Adaptive

**Flatten:** create flatten from list

**List.Map and function is Flatten:** use compile list(video 46 of dynamo co ban)

**List.Mapp and funtion is GetItemAtIndex:** (video 11 of dynamo nang cao)

**Element.Faces:** get face of element in dynamo

**Surface.PerimeterCurves:** get bouding of surface

**Surface.ByLoft:** create surface follow cross Section(follow many curves)

**Quad Points on Face:** divide point on surface(install packages)

**Geometry.Translate:** move geometry follow vector

**Vector.length:** length of vector

**Polygon.Center:** get center of polygon

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**Get Family Parameter:** get family parameter(input is Family Types)

**Formula:** if(x>y,x,y)

**PolySurface.ByJoinedSurfaces :** to joint many faces to 1 face(video 13 nang cao)

**BoundingBox.ByGeometry:** get bouding of 1 geometery

**BoundingBox.ToPolySurface:** to convert bouding box to surface

**Geometry.Explode:** to explode 1 surface to many surfaces

**Geometry.Translate:** offset geometry follow vector

**Surface.GetIsolid:** get line on face follow number parameter input (line on face)

**Curve.PlaneAtParameter:** create plane foloow cure (input parameter is list number)

**Polygon.ByJoinedCurves:** to joint many curves to 1 curve;

**Surface.ByPatch:** create surface from close Curve

**ExportToSAT:** (video 16 nang cao) get solid, File Path -> ExportToSAT

**Geometry.ImportFromSAT:** import file sat to geometery

**File Path:** get path file

**Excel.ReadFromFile:** read data excel

**File.FromPath:** cover from path to file data(input)

**String.Split:** divide string to list string

**String.Tonumber:** convert string to number

**Create node:** in menu file

**Input:** set input for node

**Output:** set out put for node

**Polygon.ByPoints:** create polygon from many points

**Image.ReadFromFile:** to get image input file (video 22 nang cao)

**Image.Pixels:** to change image to pixels(xSample, ySample is a number to create list x\*y color)

**Element.OverrideColorInView:** to set color for element

**Color Range:** set color element (video 24 nang cao)

**Excel.WriteTofile:** write data to excel (video 25 nang cao)

**Vector.Dot:** Goc lech cua cac vector