Quality Report of Yacht Sanding

Summary of data

- ID 4, Roughness 2.20 - ID 13, Roughness 2.20 - ID 0, Roughness 2.27 - ID 10, Roughness 2.26 - ID 5, Roughness 2.39 - ID 1, Roughness 2.47 - ID 8, Roughness 2.45 - ID 6, Roughness 2.50 The average roughness of all IDs is approximately 2.61, and the standard deviation is approximately 0.29. In the context of yacht painting, roughness is a critical factor. Surfaces with higher roughness can lead to uneven paint application, which may result in a less durable and aesthetically pleasing finish. Paint adhesion is also compromised on rough surfaces, which can cause the paint to chip or peel over time. Therefore, ensuring that surfaces are smooth and have a lower roughness value is essential for achieving a high-quality, long-lasting paint job on a yacht. IDs with 'readyToPaint=false' indicate that these surfaces may require additional preparation, such as sanding, to reduce their roughness and make them suitable for painting.

Appendix

	ID: 0
	roughness: 2.27
and a second	readyToPaint: false
	ID: 1
	roughness: 2.47
	readyToPaint: false
balling balling	ID: 2
	10. 2
	roughness: 2.76
	1008
	readyToPaint: true

	ID: 3
	roughness: 2.68
	readyToPaint: true
	ID: 4
	roughness: 2.2
	readyToPaint: false
	ID: 5
	roughness: 2.39
	readyToPaint: false
	ID: 6
Evaluation Warning: The document w	vas createa: with Spire.Doc for Python.
	readyToPaint: false
	ID: 7
	roughness: 2.97
	readyToPaint: true
	ID: 8
	roughness: 2.45
	readyToPaint: false

	ID: 9
	roughness: 2.63
	readyToPaint: true
	ID: 10
	roughness: 2.26
	readyToPaint: false
	ID: 11
	roughness: 2.96
	readyToPaint: true
	ID: 12
Evaluation Warning: The documen	t was created: with Spire.Doc for Pytho
	readyToPaint: true
	ID: 13
	roughness: 2.2
	readyToPaint: false
	ID: 14
	roughness: 2.83
	readyToPaint: true

ID: 15 roughness: 2.86 readyToPaint: true

Evaluation Warning: The document was created with Spire.Doc for Python.