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Class Test-II (August 2021)

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Roll No.:

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Enrollment No.:

B	J	5	0	3	1
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Course: B.TECH Semester: 2nd

Branch: Computer Science And Engineering

Subject Name: Engineering Graphics And Design (EGD)

Subject Code:

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Q1)

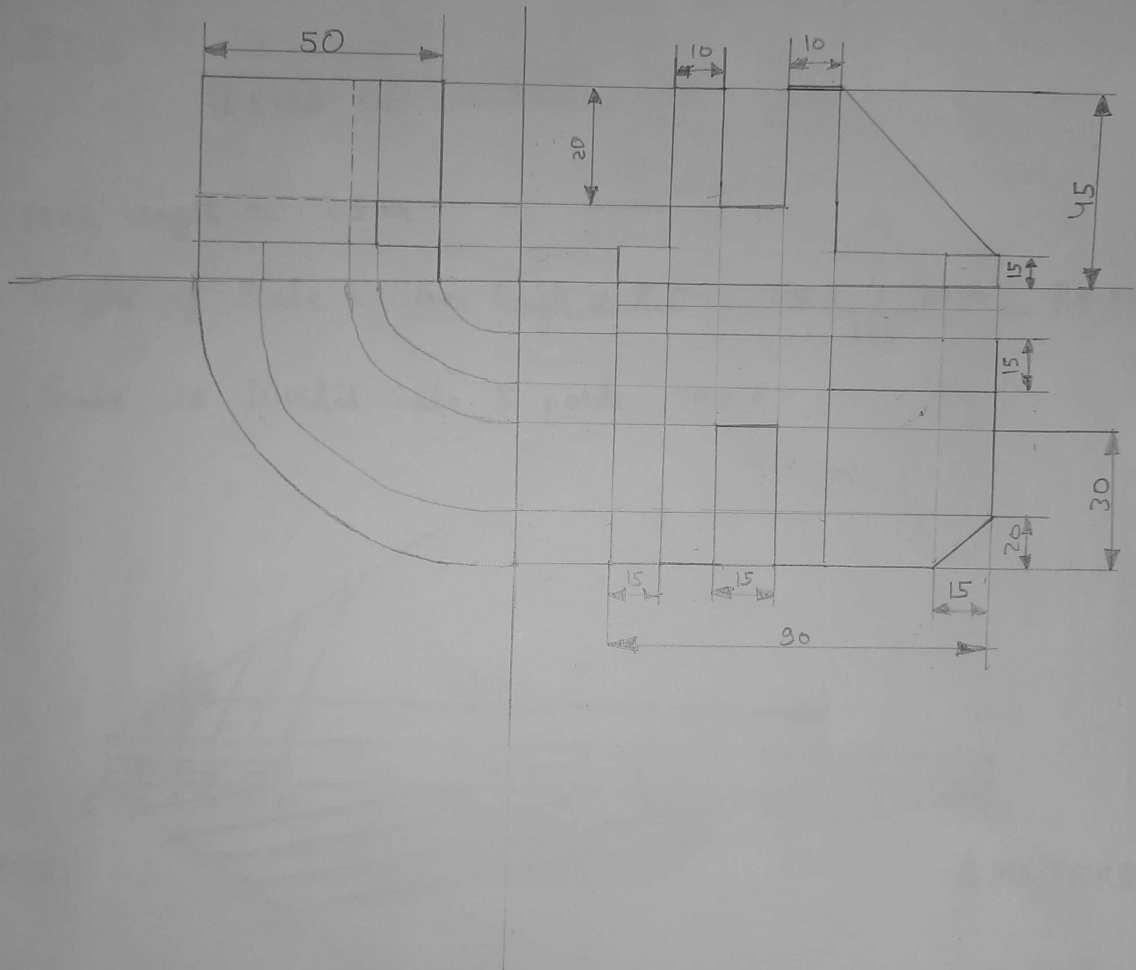
First Angle Projection method

- The object is kept in the first quadrant
- The object lies between the observer and the plane of projection.
- The plane of projection is assumed to be non-transparent
- In this method when the views are drawn in their relative position, the plan comes below the elevation, the view of the object as observed from the left side is drawn to the right of the elevation.
- This method of projection is now recommended by the "Bureau of Indian Standards" from 1991

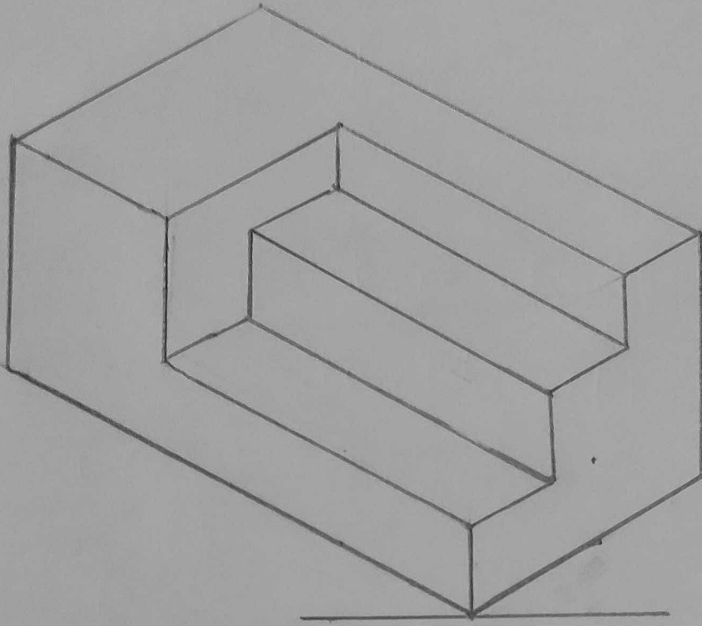
Third Angle Projection method

- The object is assumed to be kept in the third quadrant.
- The plane of projection lies between the observer & the object.
- The plane of projection is assumed to be transparent.
- In this method, when the views are drawn in their relative position, the plan comes above the elevation, left hand side view is drawn to the left hand side of the elevation.
- This method of projection is used in USA & also in other countries.

Q-2



Answer No-4.) : -



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Q1)

In its simplest terms a spline is a smooth curve with a constantly changing radius which passes through a set of Control points.

Because it has a constantly changing radius we cannot apply a completed dimensioning scheme in our engineering drawing.

~~It~~ If its a purely aesthetic feature which has no bearing or interface with any other features then its details can be quite vague.

Q4) a)

The Array Command Makes multiple copies of selected objects in an rectangular matrix (column & row) or a polar (circular) pattern. This command has been completely transformed into AutoCAD 2000i. It is now completely dialog box driven with the option to see a preview of the array before it is created. You can also now create rectangle arrays at a user specific angle. This constitutes a major improvement in usability.

Q4) b)

STRETCH :-

The stretch command in AutoCAD is used to stretch the portion of the object partially enclosed by the polygon selection or window selection. The objects selected individually or completely enclosed by the window selection cannot be stretched. Those objects are rather moved such as ellipses, blocks, & circles.

Q4) c)

FILLET :-

Fillet helps convert sharp edges to round edges. Even though this command can be bypassed using circles & Trim, its use will still be appreciated seeing how easy getting to the final result get while using it. The fillet command is a very useful tool which allow you to draw an arc b/w two intersecting line or adjacent polyline segments.

~~Q4) d)~~

Q4) d)

CHAMFER :-

The Chamfer command enables you to create a chamfer between any two non-parallel line as in the illustration below or any two adjacent polyline segments. Usually, Chamfer command is used

to set the ~~chamfer~~ Chamfer distances before drawing the Chamfer.

Q4)e) SCALE :-

The scale command can be used to change the size of an object or group of objects. You are prompted for a pick point about which the selection set will be scaled. Scaling can be then be completed by picking a second point or by entering a scale factor at the keyboard.

Q2)

The important command in drawing Toolbar are:-

- | | |
|------------------|--------------|
| ① Drawing Menu | ③ Autosnap |
| ② Select Objects | ④ Line |
| ⑤ Arrow | ⑥ Rectangle. |

Q2) a) Point :-

A point in AutoCAD is a point object, which can have form of both regular point & special character. Often they are also called AutoCAD node or anchor points, since binding to them is carried out using object snapping node, & anchor point, as they are used to clarify coordinates of objects.

Q2) b) Line :-

Lines were used to extensively, so almost every drawing began with marking up List (Model) space of future part, & then it was only encircled by segments, arcs & other objects.

In modern version of system, any drawing can be drawn without using auxiliary straight line in AutoCAD, because we have such powerful bindings & tracking tools at our disposal.

Q2) c) Rectangle:-

A rectangle is geometric flat figure - parallelogram whose opposite side are equal & all angles are right. long side of rectangle is called length of rectangle, & short side is called width.

Rectangle in autoCAD is two-dimensional closed polyline consisting of four line segments - Rectangle tool builds rectangular 2D polyline using specified rectangle parameter & type of corner.

~~Q2) d)~~ Ray:-

Q2) F) Ray:-

Straight line (linear Object), having beginning, but not having an end. Ray tool is cyclic command that allows you to build auxiliary line starting at common point and endless in one direction.

Q2) e) Xline:-

Draws a line of infinite length. We can draw it free or set it to be horizontal, vertical, follow a certain angle, be the bisector of an angle or be ~~perp~~ parallel to certain line. It has no option like the ones available for Xline, simply select a initial point & a second one will define angle.

