**Aneesh Pavan Prodduturu**

**Tabletop**

Use grid, polyextrude, color, and transform to create the tabletop. Grid to decide the rows and columns of the table, polyextrude to increase the thickness of the table by increasing distance, transform to increase uniform scale, and translate to move the table to the top. A colour node is used to add colour to the table.

**Legs**

Use tubes, copytopoints and colours. Tube to create legs for the table and increase the radius scale, height, rows, and columns accordingly so that the tube looks suitable for the table. Copytopoints to Increase the legs but inputting legs as one input and table as other input and uncheck transform using target point orientation.

**Pattern**

Use grid, polyextrude, transform, and color to create the pattern.

At last, merge all of them using the merge node.