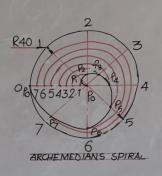
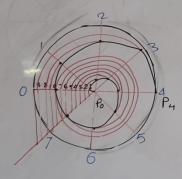
## Archemedianis Spiral:

This corre is generated by a point, moving in a circle in such away that, its movement towards or away from the pole is uniform with the increase of vectorial angle from a Storaight line Helize:

This curve is generated by a point, moving around the Surface of right circular cylinder or come, in such a way that its axial advance is uniform with its movent around the Surface of cylinder or come.

(2) Given, Radius of Circle = 40mm, One convolution spival-?



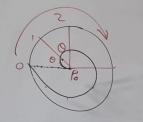


## Archemedianis Spirali-

This corre is generated by a point, moving in a circle in such away that, its movement towards or away from the pole is uniform with the increase of vectorial angle from a Storaight line

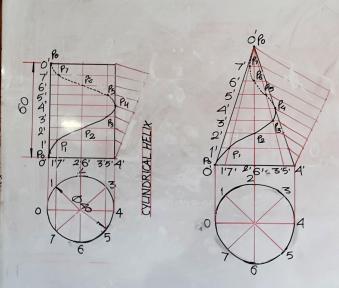
## Helize:

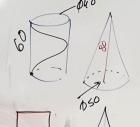
This curve is generated by a point, moving around the Surface of right circular cylinder or cone, in such a way that its axial advance is uniform with its movent around the Surface of cylinder or cone.







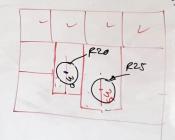




Archemedian's Spiral.

This curve is generated by a point, moving in a circle in such away that, its movement towards or away from the bole is uniform with the increase of rectorial angle from a stoaight line.

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CONICAL HELIX

## Archemedian's Spiral.

This curve is generated by a point, moving in a circle in such away that, its movement towards or away from the pole is uniform with the increase of vectorial angle from a storaight line

This curve is generated by a point, moving around the surface of right circular cylinder or cone, in such a way that its axial advance is uniform with its movent around the Surface of cylinder or cone.

