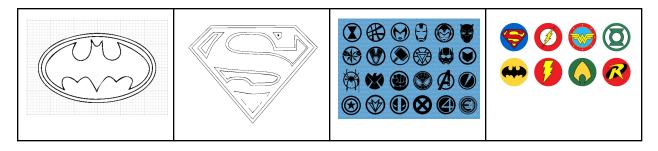
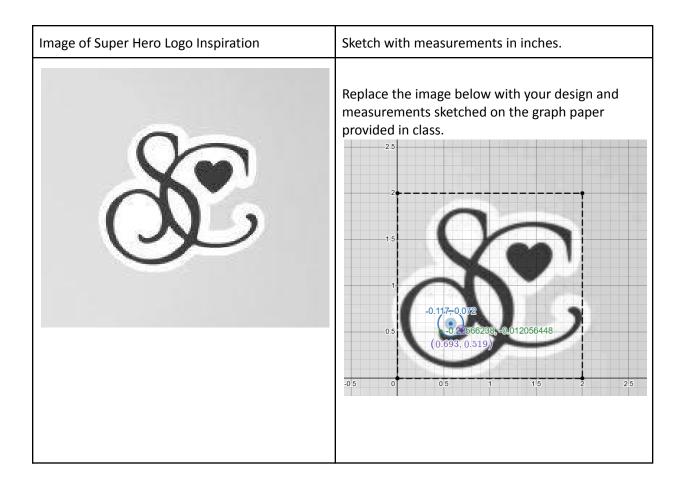
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Period 2

W12: Project 2.3.3 Super HERO LOGOS and G& M Codes Using Absolute Coordinates



1. Use the graph paper to design your Super Hero Logo. Remember the grid lines are ¼ in. Take a screenshot of your Super Hero Logo. On the right use the graph paper provided in class to figure out the coordinates for your design. You may use PLTW Software available on your computer to figure out the measurements if that is easier for you to sketch out your design. Remember you still need to future out your coordinates for the GM Code.

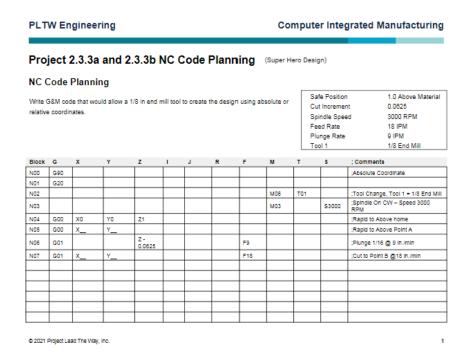


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W12: Project 2.3.3 Super HERO LOGOS and G& M Codes Using Absolute Coordinates

2. Use the NC Code Planning Worksheet to map your code. Type the code with comments below. Type the GM Code for your Super Hero Logo.



3. Use the space provided below to type your code with comments and take a screenshot of your code on the NC Viewer Software.

Screenshot of NC Viewer Code	Type the code:
------------------------------	----------------

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G03 X-0.24125 Y0.0934 I-0.124 J0.038

G00 Z1.25; retract

M30

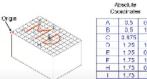
W12: Project 2.3.3 Super HERO LOGOS and G& M Codes Using Absolute Coordinates

```
GCode File
                                                                              G00 X0.5 Y0 Z1; starting absolute position
      G90 G20
      G00 X0.5 Y0 Z1; starting absolute position
      G91
                                                                              G01 X0.4536 Y0.524; relative starting point
      G01 X0.4536 Y0.524; relative starting point
      G01 Z-1.25; plunge
                                                                              G01 Z-1.25; plunge
      G03 X0.22887 Y-0.04674 I0.1334 J0.0695
G03 X0.10268 Y0.34889 I-0.202 J0.249
                                                                              G03 X0.22887 Y-0.04674 I0.1334 J0.0695
      G03 X-0.7125 Y-0.05843 I-0.347 J-0.124
                                                                              G03 X0.10268 Y0.34889 I-0.202 J0.249
      G03 X1.04517 Y0.20645 I0.557 J-0.071
G03 X-0.33345 Y0.22811 I-0.621 J-0.55
G02 X-0.28583 Y0.33259 I0.2 J0.461
                                                                              G03 X-0.7125 Y-0.05843 I-0.347 J-0.124
                                                                              G03 X1.04517 Y0.20645 I0.557 J-0.071
      G02 X0.45034 Y0.1678 I0.246 J0.028
G02 X0.01292 Y-0.27869 I-0.59 J-0.167
 13
14
                                                                              G03 X-0.33345 Y0.22811 I-0.621 J-0.55
      G03 X0.94339 Y-0.94815 I0.517 J-0.429
 15
      G03 X0.074779 Y0.14934 I-0.149 J0.168
G03 X-0.09554 Y0.08208 I-0.071 J0.014
                                                                              G02 X-0.28583 Y0.33259 I0.2 J0.461
 16
                                                                              G02 X0.45034 Y0.1678 I0.246 J0.028
      G00 Z1.25; retract
      G00 X-0.89532 Y0.73375
                                                                              G02 X0.01292 Y-0.27869 I-0.59 J-0.167
      G01 Z-1.25; plunge
G02 X0.78081 Y0.1265 I0.48 J-0.49
 19
                                                                              G03 X0.94339 Y-0.94815 I0.517 J-0.429
 20
 21
22
23
      G01 X0.119045 Y-0.09884; resorting to a straight line
G01 X-0.0032 Y-0.1875
                                                                              G03 X0.074779 Y0.14934 I-0.149 J0.168
      G00 Z1.25; retract
                                                                              G03 X-0.09554 Y0.08208 I-0.071 J0.014
 24
25
26
      G00 X-0.4317 Y0.0893
                                                                              G00 Z1.25; retract
      G01 Z-1.25; plunge
G03 X-0.2240 Y-0.13075 I-0.114 J-0.062
G03 X0.2096 Y-0.2232 I0.426 J0.19
G03 X0.2599 Y0.2681 I-0.325 J0.575
                                                                              G00 X-0.89532 Y0.73375
 27
28
                                                                              G01 Z-1.25; plunge
 29
      G03 X-0.24125 Y0.0934 I-0.124 J0.038
                                                                              G02 X0.78081 Y0.1265 I0.48 J-0.49
      G00 Z1.25; retract
 31
      M30
                                                                              G01 X0.119045 Y-0.09884; resorting to a straight line
 32
                                                                              G01 X-0.0032 Y-0.1875
                                                                              G00 Z1.25; retract
                                                                              G00 X-0.4317 Y0.0893
                                                                              G01 Z-1.25; plunge
                                                                              G03 X-0.2240 Y-0.13075 I-0.114 J-0.062
                                                                              G03 X0.2096 Y-0.2232 I0.426 J0.19
                                                                              G03 X0.2599 Y0.2681 I-0.325 J0.575
```

3. Screenshot of the NC Viewer Design and Code for Super Hero Design Logo.

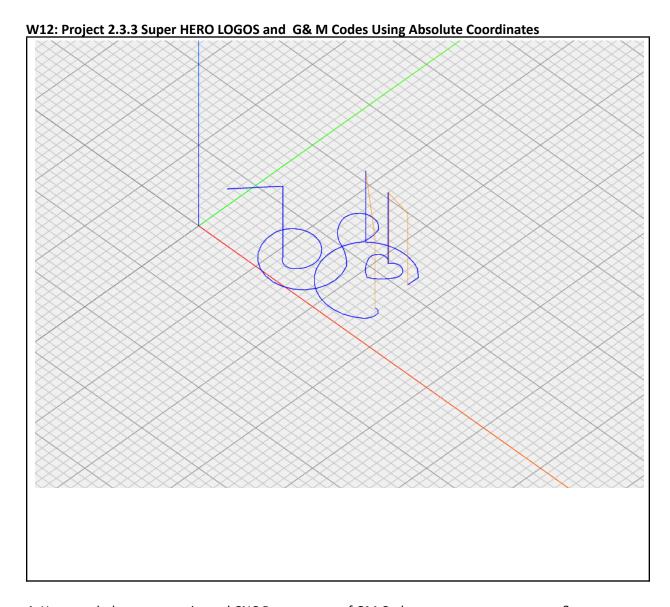
Enter the sample code into the https://ncviewer.com/





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Period 2



4. How much does an experienced CNC Programmer of GM Code earn on average per year?

https://www.indeed.com/career/cnc-programmer/salaries/CA

\$94,329 / year in California

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Period 2

W12: Project 2.3.3 Super HERO LOGOS and G& M Codes Using Absolute Coordinates



```
N01 G90 G20
                     : ABSOLUTE COORD & INCH MODE
    N02 M06 T1
                    ; TOOL CHANGE - LOAD TOOL 1
 2
    N03 M03 S3000 ; TURN SPINDLE ON CW TO 3000 RPM
 3
    N04 G00 X.5 Y.5
                         ; RAPID TO POINT A
    N05 G00 Z.1
                    ; RAPID TO .1 ABOVE PART
 6
    N06 G01 Z-.0625 F9 ; PLUNGE 1/16 AT 9 IN./MIN
 7
    NO7 GO1 X.5 Y1.5 F18 ; STRAIGHT LINE INTERP TO B
    N08 G01 X.875 Y1 ; STRAIGNT LINE INTERP TO C
 8
    N09 G01 X1.25 Y1.5 ; STRAIGHT LINE INTERP TO D
9
    N10 G01 X1.25 Y.5 ; STRAIGHT LINE INTERP TO E
10
    N11 G01 Z.1
                   ; RETRACT CUTTING TOOL
11
    N12 G00 X1.75 Y1.5 ; RAPID TO POINT F
N13 G01 Z-.0625 F9 ; PLUNGE AT 9 IN./I
12
                             ; PLUNGE AT 9 IN./MIN
13
    N14 G01 X1.75 Y.5F18
                                 : STRAIGHT LINE INTERP TO H
14
15
    N15 G03 X1.75 Y1.5 I.125J.5; CCW CIRCLE INTERP
    N16 G01 Z.1
                             ; RETRACT CUTTING TOOL
16
17
    N17 M05
                         ; TURN OFF SPINDLE
    N18 G00 Z2
                        ; RAPID Z TO SAFE POSITION
18
19
    N19 G00 X4 Y3
                        ; MOVE TABLE TO UNLOAD POSITION
20
    N20 M02
                        ; END OF PROGRAM
```