## MACHINE DRAWING PRACTICE

## **OBJECTIVES:**

- To understand drawings and develop ability to represent any object / matter with the help of graphical representation.
- To develop primary knowledge of working drawing.
- To produce drawings with orthographic projections of different machine parts.
- To develop skills to produce assembly drawings.

## LIST OF EXERCISES FOR PRACTICE:

- 1. Conventional representation of materials, common machine elements and parts such as screws, nuts, bolts, keys, gears, bearings, springs etc.
- 2. Types of joints such as qotter, pin, riveted, welded, pipe etc.
- 3. Types of couplings, pulleys, bearings.
- 4. Assembly of engine parts such as stuffing box, cross head, eccentric, connecting rod, piston.
- 5. Assembly of machine parts such as screw jack, plain machine vice, Plummer block, tail stock.
- 6. Assembly of valves such as gate valve, stop valve, spring loaded safety valve, feed check valve, air cock.



