AUTOCADD

DAY 1
1. Need for Designing
2. Introduction to CAD/CAM/CAE
3. Concept of Designing and Drafting
4. Angle of Projection
   4.1 First angle projection
   4.2 Third angle projection
5. Orthographic and Isometric View
6. Quadrants
7. Introduction to AutoCAD
8. Introduction to Autodesk
9. Product design life cycle

DAY 2
1. Function keys
2. Units
3. Limits
4. Line
   4.1 Close
   4.2 Undo
5. Selection
   5.1 Cross selection
   5.2 Window selection
6. Ray-line
7. Xline
   7.1 Horizontal
   7.2 Vertical
   7.3 Angle
   7.4 Bisect
   7.5 Offset
8. Polyline
   8.1 Arc
   8.2 Halfwidth
   8.3 Length
   8.4 Undo
   8.5 Width

DAY 3
1. Polygon
   1.1 Inscribed
   1.2 Circumscribed
   1.3 Edge
2. Properties
3. Match properties
3.1 Object
3.2 Settings
4. Erase
5. Copy
   5.1 Displacement
   5.2 Mode

DAY 4
1. Rectangle
   1.1 Chamfer
   1.2 Fillet
   1.3 Elevation
   1.4 Thickness
   1.5 Width
2. Move
   2.1 Base point
   2.2 Displacement
3. Chamfer
   3.1 Undo
   3.2 Polyline
   3.3 Distance

3.4 Angle
3.5 Trim
3.6 Method
3.7 Multiple

4. Fillet
   4.1 Undo
   4.2 Polyl ine
   4.3 Radius
   4.4 Trim
   4.5 Multiple

5. Offset
   5.1 Through
   5.2 Erase

DAY 5
1. Arc
   1.1 points
   1.2 Start, center, End
   1.3 Start, center, angle
   1.4 Start, center, length
   1.5 Start, end, angle
   1.6 Start, end, direction
   1.7 Start, end, radius
   1.8 Centre, start, end
   1.9 Center, start, angle
   1.10 Center, start, length
   1.11 Continue
2. Circle
   2.1 Center, radius
   2.2 Center, diameter
   2.3 2 point
   2.4 3 points
   2.5 Tangent, tangent, radius
   2.6 Tangent, tangent, tangent

3. Array

3.1 Rectangular Array
   3.1.1 Associative
   3.1.2 Base point
   3.1.3 Count
   3.1.4 Spacing
   3.1.5 Columns
   3.1.6 Rows
   3.1.7 Levels
   3.1.8 Exit

3.2 Polar array
   3.2.1 Associative
   3.2.2 Base point
   3.2.3 Items
   3.2.4 Angle between
   3.2.5 Fill
   3.2.6 Rows
   3.2.7 Levels
   3.2.8 Rotate
   3.2.9 Exit

3.3 Path array
   3.3.1 Associative
   3.3.2 Base point
   3.3.3 Items
   3.3.4 Levels
   3.3.5 Method
   3.3.6 Tangent direction
   3.3.7 rows
   3.3.8 align items
   3.3.9 exit

3.4 Array edit
   3.4.1 source
   3.4.2 replace
   3.4.3 method
   3.4.4 base point
   3.4.5 Items
   3.4.6 rows
   3.4.7 Levels
   3.4.8 z-direction
   3.4.9 reset
   3.4.10 exit

DAY 6
1. Mirror
2. Rotate
   2.1 Copy
   2.2 Reference
3. Scale
   3.1 Copy
   3.2 Reference
4. Donut
5. Fill
6. Multiline
   6.1 Justification
   6.2 Scale
   6.3 Style
   6.4 Top
   6.5 Zero
   6.6 Bottom
7. Multiline style
8. Multiline edit
   8.1 Cross intersection
   8.2 Closed cross
   8.3 Open cross
   8.4 Merged cross
   8.5 Tee intersection
   8.6 Closed tee
   8.7 Open tee
   8.8 Merged tee
   8.9 Corner joint
   8.9.1 Adding vertices and deleting vertices
   8.10 Cutting and welding multiple
   8.11 Cut single
   8.12 Cut all
   8.13 Weld all

DAY 7
1. Spline
   1.1 Methods
   1.2 Knots
   1.3 Object
2. Ellipse
   2.1 Axis end point
   2.2 Center point
   2.3 Rotation angle
3. Arc
   3.1 Start and end angles of the arc
   3.2 Start and include angles of the arc
   3.3 Start and end parameters

4. Stretch
5. Lengthen
   5.1 Delta
   5.2 Percent
   5.3 Total
   5.4 Dynamic

DAY 8
1. Block
   1.1 Base point
   1.2 Object
   1.3 Behaviour
2. Insert block
   2.1 Intersection point
   2.2 Scale
   2.3 Rotation
3. Write block
   3.1 Base point
   3.2 Object
4. Trim
   4.1 Fence
   4.2 Crossing
   4.3 Project
   4.4 Edge
   4.5 Erase
   4.6 Undo
5. Extend
   5.1 Fence
   5.2 Crossing
   5.3 Project
   5.4 Edge
   5.5 Undo

DAY 9
1. Dimensioning concepts
2. Need for dimensioning
3. Fundamental dimensioning terms
4. Dimension line
   4.1 Dimension text
   4.2 Arrowheads
   4.3 Extension lines
   4.4 Leader
   4.5 Center mark and center lines
   4.6 Alternate units
   4.7 Tolerances
   4.8 Limits
   4.9 Quick dimension
   4.10 Continuous
   4.11 Staggered
   4.12 Baseline
   4.13 Ordinate
   4.14 Radius
   4.15 Datum point
   4.16 Edit
   4.17 Settings
5. Linear dimension
   5.1 MText
   5.2 Text
   5.3 Angle
   5.4 Horizontal
   5.5 Vertical
   5.6 Rotated
6. Aligned dimension
   6.1 MText
   6.2 Text
   6.3 Angle