Appendix A Programming Problem 3

This drawing is present to challenge anyone with the time and the energy to duplicate the standards of the Boxcircle and Anglemaker programs. The code requires the same skill set as learned in the first two pieces of code, so you should be able to achieve a similar result as you did in chapters 2 and 3.

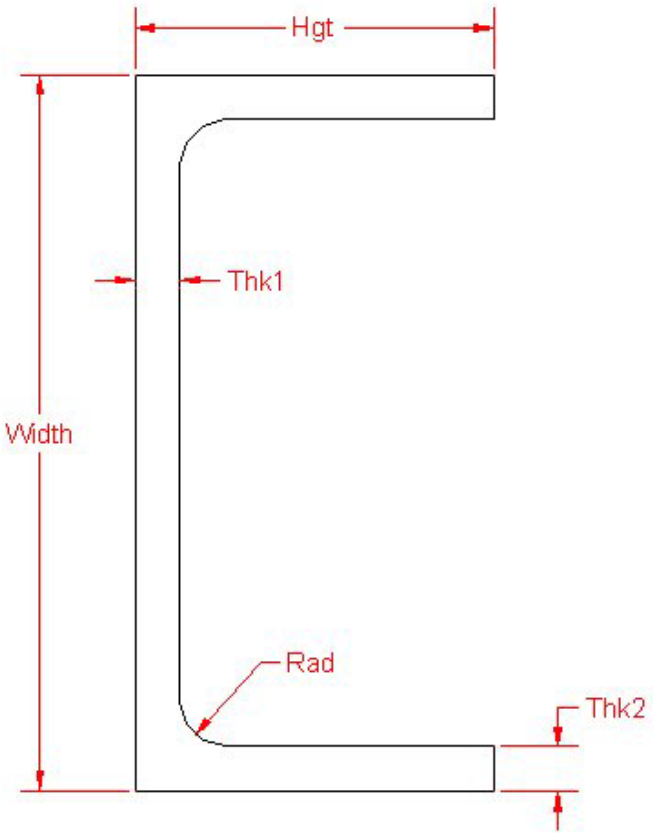

Figure A.1 – Channel

*** World Class CAD Challenge * - Create a New AutoCAD file and sketch the entire channel on proper layers, using proper dimensions and finally placing the points and x and y grid on the drawing. Save your sketch as channel.dwg. Open the Visual AutoLISP editor and code the channel problem using the Construction coding method. Save the code as channel.lsp.**

Send your copy of your drawing and code for verification to the authors of these problems to have your name and location posted. See the web site for instructions.
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Appendix A Programming Problem 4

This drawing is present to challenge anyone with the time and the energy to duplicate the standards of the Boxcircle and Anglemaker programs. The code requires the same skill set as learned in the first two pieces of code, so you should be able to achieve a similar result as you did in chapters 2 and 3.

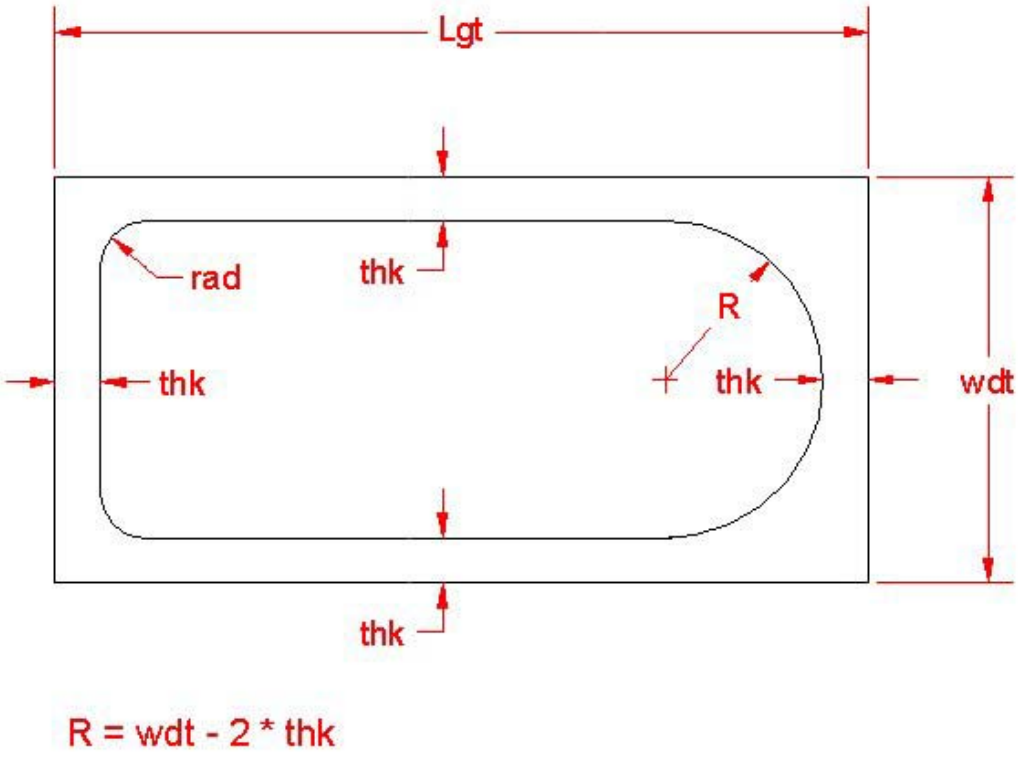

Figure A.2 – Bathtub

*** World Class CAD Challenge * - Create a New AutoCAD file and sketch the entire bathtub on proper layers, using proper dimensions and finally placing the points and x and y grid on the drawing. Save your sketch as bathtub.dwg. Open the Visual AutoLISP editor and code the bathtub problem using the Construction coding method. Save the code as bathtub.lsp.**

Send your copy of your drawing and code for verification to the authors of these problems to have your name and location posted. See the web site for instructions.

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Appendix A Programming Problem 5

This drawing is present to challenge anyone with the time and the energy to duplicate the standards of the Boxcircle and Anglemaker programs. The code requires the same skill set as learned in the first two pieces of code, so you should be able to achieve a similar result as you did in chapters 2 and 3.

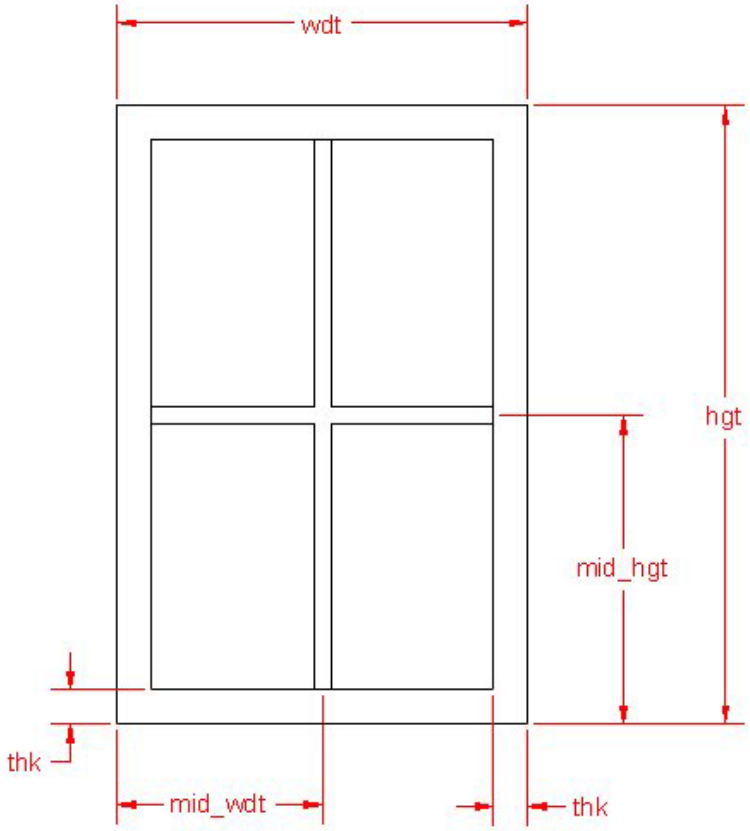

Figure A.3 – Window

*** World Class CAD Challenge * - Create a New AutoCAD file and sketch the entire window on proper layers, using proper dimensions and finally placing the points and x and y grid on the drawing. Save your sketch as window.dwg. Open the Visual AutoLISP editor and code the window problem using the Construction coding method. Save the code as window.lsp.**

Send your copy of your drawing and code for verification to the authors of these problems to have your name and location posted. See the web site for instructions.

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Appendix A Programming Problem 6

This drawing is present to challenge anyone with the time and the energy to duplicate the standards of the Boxcircle and Anglemaker programs. The code requires the same skill set as learned in the first two pieces of code, so you should be able to achieve a similar result as you did in chapters 2 and 3.

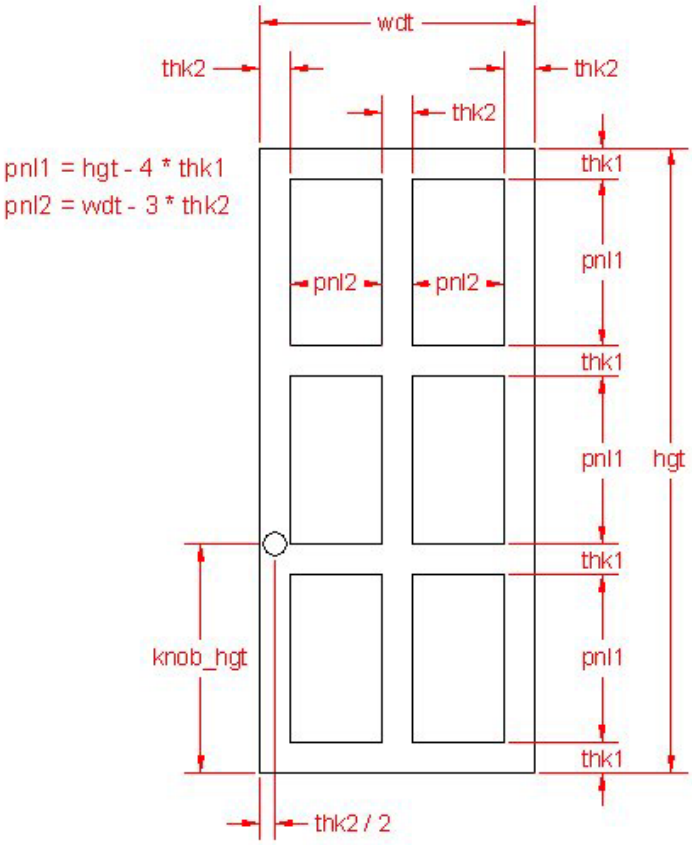

Figure A.4 – Door

*** World Class CAD Challenge * - Create a New AutoCAD file and sketch the entire door on proper layers, using proper dimensions and finally placing the points and x and y grid on the drawing. Save your sketch as door.dwg. Open the Visual AutoLISP editor and code the door problem using the Construction coding method. Save the code as door.lsp.**

Send your copy of your drawing and code for verification to the authors of these problems to have your name and location posted. See the web site for instructions.
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Appendix A Programming Problem 7

This drawing is present to challenge anyone with the time and the energy to duplicate the standards of the Boxcircle and Anglemaker programs. The code requires the same skill set as learned in the first two pieces of code, so you should be able to achieve a similar result as you did in chapters 2 and 3.

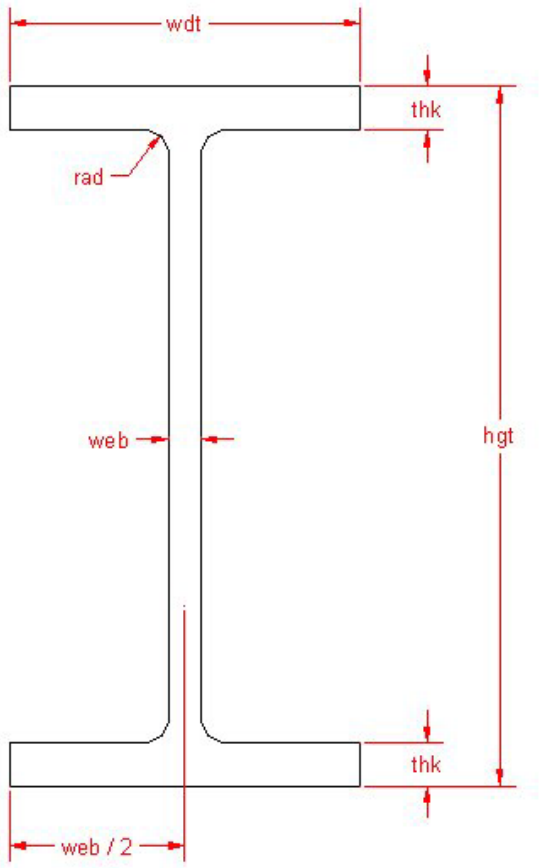

Figure A.5 – I-beam

*** World Class CAD Challenge * - Create a New AutoCAD file and sketch the entire I-beam on proper layers, using proper dimensions and finally placing the points and x and y grid on the drawing. Save your sketch as I-beam.dwg. Open the Visual AutoLISP editor and code the I-beam problem using the Construction coding method. Save the code as I-beam.lsp.**

Send your copy of your drawing and code for verification to the authors of these problems to have your name and location posted. See the web site for instructions.

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Appendix A Programming Problem 8

This drawing is present to challenge anyone with the time and the energy to duplicate the standards of the Boxcircle and Anglemaker programs. The code requires the same skill set as learned in the first two pieces of code, so you should be able to achieve a similar result as you did in chapters 2 and 3.

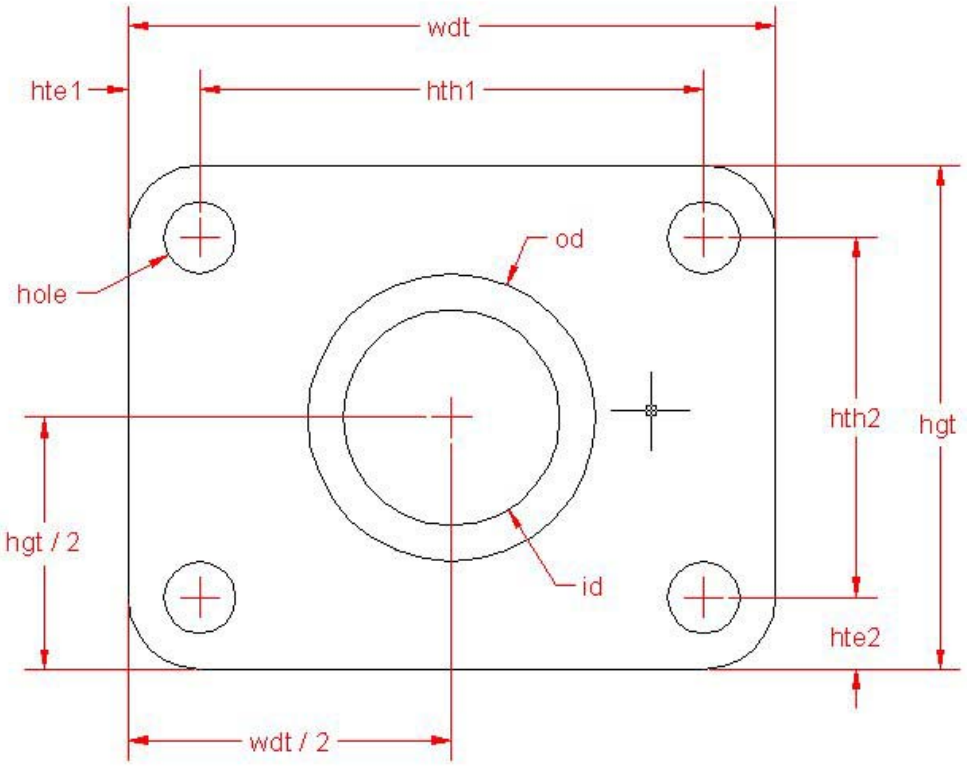

Figure A.6 – Bearing Plate

*** World Class CAD Challenge * - Create a New AutoCAD file and sketch the entire bearing plate on proper layers, using proper dimensions and finally placing the points and x and y grid on the drawing. Save your sketch as bearing_plate.dwg. Open the Visual AutoLISP editor and code the bearing plate problem using the Construction coding method. Save the code as bearing_plate.lsp.**

Send your copy of your drawing and code for verification to the authors of these problems to have your name and location posted. See the web site for instructions.

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