

## Lesson Plan

Name of the Faculty : Dr. Rajender Kumar Tayal

Discipline : Mechanical Engineering

Semester : 4<sup>th</sup>

Subject : **CAD**

Lesson Plan duration : 15 weeks (from 22<sup>nd</sup> March, 2021 to 2<sup>nd</sup> July, 2021)

Work load per week : Lecture – 00, Practical – 04

Practical	
Week	Topic (Including assessment/test)
1 <sup>st</sup>	<b>Unit 1: Introduction to Computer Aided Drafting (2D) commands:</b> 1.1 Concept of AutoCAD, Tool bars in CAD software,
2 <sup>nd</sup>	1.1 coordinate system, snap, grid, and ortho mode (Absolute, Relative and Polar), setting of units and layout. 1.2 Drawing commands – point, line, arc, circle, ellipse, 1.3 Editing commands – scale, erase, copy, stretch, lengthen and explode. 1.4 Dimensioning and placing text in drawing area
3 <sup>rd</sup>	1.5 Sectioning and hatching 1.6 Inquiry for different parameters of drawing entity 1.7 Create layers within a drawing 1.8 Specifying Geometrical Dimensioning & tolerancing (GD&T) parameters in drawing
4 <sup>th</sup>	<b>Unit 2: Detail and assembly drawing of the following using Drafting Software (2D):</b> 2.1 Plummer Block 2.2 Wall Bracket
5 <sup>th</sup>	2.3 Stepped pulley, V-belt pulley 2.4 Flanged coupling
6 <sup>th</sup>	<b>1<sup>st</sup> sessional test (Tentative)</b>
7 <sup>th</sup>	2.5 Machine tool Holder (Three views) 2.6 Screw jack, joints, crank shaft and piston.

8 <sup>th</sup>	<b>Unit 3: Isometric Drawing by CAD using any part modeling Software (3D):</b> Drawings of following on computer: <ul style="list-style-type: none"> <li>- Cone</li> <li>- Cylinder</li> <li>- Cube</li> <li>- Spring</li> <li>- Isometric view of objects</li> </ul>
9 <sup>th</sup>	<b>Unit 4: Introduction to any part modeling software(CATIA, Solidworks etc):</b> Introduction to Sketcher: Sketch Entities, Sketch Tools, Blocks, Dimensioning
10 <sup>th</sup>	<b>2nd sessional test (Tentative)</b>
11 <sup>th</sup>	4.1 Part modeling Part Modeling Tools:- <ul style="list-style-type: none"> <li>4.1.1 Creating reference planes</li> <li>4.1.2 Creating Extrude features Creating Revolve Creating Swept features</li> <li>4.1.3 Creating Loft features</li> <li>4.1.4 Creating Reference - points, axis, coordinates</li> <li>4.1.5 Creating curves</li> <li>4.1.6 Creating Fillet features</li> <li>4.1.7 Inserting Hole types</li> <li>4.1.8 Creating Chamfer</li> </ul>
12 <sup>th</sup>	<ul style="list-style-type: none"> <li>4.1.9 Creating Shell</li> <li>4.1.10 Creating Rib</li> <li>4.1.11 Environment&amp; Utilities - Working with views and manipulating views.</li> <li>4.1.12 Create parts e.g. Piston, Pin, Bolts and Nuts, Fixture, Jig parts, Washer, Rings, Gaskets, Machine parts etc.</li> </ul>
13 <sup>th</sup>	4.2 Assembly and Simulation Assembly Modeling Tools:- Introduction to Assembly Modeling & Approaches – Top down and Bottom up approach, Applying Standard Mates- Coincident, Parallel, Perpendicular, Tangent, Concentric, Lock, Distance, Angle. Assemble of any two Mechanism,
14 <sup>th</sup>	<b>3rd sessional test (Tentative)</b>
15 <sup>th</sup>	e.g. Crank slider mechanism, Piston and Cylinder assembly, Quick Return Mechanism (QRM), Machine vices, Crank Shaft, Bearing assembly, any other mechanism.