

Engineering Graphics: Theory and Problems gives students a basic understanding of how to create and read engineering drawings. The book consists of twelve chapters that cover the basics of Engineering Graphics. The text is 94 pages in length and is followed by 40 exercise sheets. The exercise sheets both challenge the students and allow them to practice the topics covered in the text. Table of Contents 1. Hand Lettering 2. Sketching Techniques 3. Line Types 4. Measurement and Scale 5. Multiview Drawing 6. Isometric Drawing 7. Auxiliary Views 8. Dimensioning 9. Sectional Views 10. Threads 11. Working Drawings 12. General Tolerance

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