

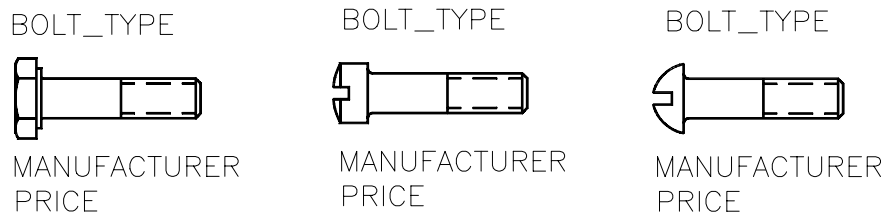
CHAPTER 22 EXERCISES

1. Bolts with Attributes

Open the bolt drawing from Chapter 21 named **CH21EX1-M**. Use the *Attdef* command to define attributes for each of the bolts. For the first bolt, make the following assignments. See Figure ME22-1.

<i>Tag</i>	Bolt_Type
<i>Prompt</i>	Enter Bolt Type:
<i>Value</i>	HEX_HEAD

Figure ME22-1



Create a second attribute for the first fastener as follows:

<i>Mode</i>	<i>Invisible</i>
<i>Tag</i>	Manufacturer
<i>Prompt</i>	Enter Manufacturer:

Assign the third attribute as follows:

<i>Mode</i>	<i>Invisible</i>
<i>Tag</i>	Price
<i>Prompt</i>	Enter Price:
<i>Value</i>	1.50

When finished, *Copy* the attributes to the other two bolts. *Wblock* each of the bolts and assign an appropriate name. *Save* the drawing as **CH22EX1-M**. Finally, *Insert* the new blocks (drawing files) into a new drawing of your choice.

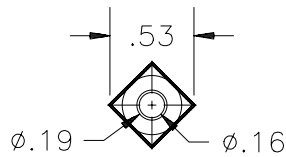
2. Titleblock with Attributes

Open the **TITLEBLK** drawing from the Chapter 21 Exercises. *Erase* the text for items such as drafter name, checker name, scale, etc. Replace the text with *Attributes* using appropriate tags, prompts, and values. *SaveAs* **TITLEBLK-ATT**.

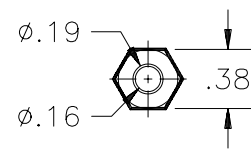
3. Nuts and Washers with Attributes

Complete the drawing shown in Figure ME22-2 (do not include the text or the dimensions in your drawing.) Add three *Attributes* for each of the items—**Part**, **Manufacturer**, and **Price**. Use a vendor catalog or the Internet to research the needed information. *Wblock* each item to separate drawing files using the name indicated in Figure ME22-2.

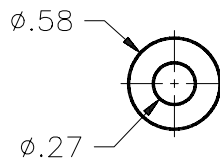
Figure ME22-2



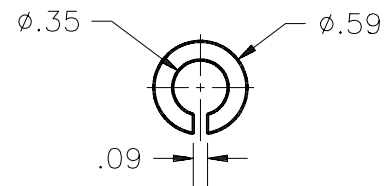
SQUARE NUT



HEX NUT



PLAIN WASHER



LOCK WASHER

4. Weld Symbols with Attributes

Open the drawing of the weld symbols from Chapter 21 Exercise 4 named **CH21EX4-M**. Add *Attributes* for the size of the weld, the type of welding process, and the length of the weld. *Wblock* each of the symbols using the same as the *Block* name for each new file.