

# ENGINEERING GRAPHICS

(NAME OF THE DISCIPLINE)

## ANNOTATION

### TO THE CURRICULUM OF THE INSTITUTION OF HIGHER EDUCATION

**SPECIALTY**   AUTOMATED ELECTRIC DRIVES  

	Form of higher education		
	Full-time (daytime)	Part-time	Part-time reduced
Well	<b>1</b>		
Semester	1,2		
Lectures, hours	34		
Practical (seminar) classes, hours	68		
Laboratory classes, hours			
Classroom examination (semester, hours)			
Coursework, semester			
Course project, semester			
Report, semester	2		
Exam, semester	1		
Classroom hours per academic discipline	102		
Independent work, hours	114		
Total hours per academic discipline / credit units	216/6		

#### 1. Brief content of the discipline

The purpose of teaching the discipline "Engineering Graphics" is to master the skills of working with a drawing as a means of graphical representation of information about a product or process.

#### 2. Learning outcomes

- know: the formation of drawings according to the projection method; geometric shaping of machine-building parts; the main state standards for the implementation and design of drawings.
- be able to: build projection images of spatial geometric shapes on a plane; perform and read engineering drawings; use standards and reference books when making drawings;
- own: geometric shaping of parts; skills in constructing projection images of geometric objects on a plane; drawing and reading skills.

3. Formed competencies: be able to read and execute drawings, apply ESKD standards for electronic and electromechanical systems.

4. The final form of assessing the development of the discipline contains questions submitted for the exam (test) and included in the subject matter of the exam (test) tickets. A means of control, organized as a conversation between a teacher and a student on a topic related to the individual task being performed, and designed to clarify the amount of knowledge of the student on the topic of this task.