

FUNDAMENTALS OF ENGINEERING

(course title)

CARS, TRACTORS, MOBILE AND TECHNOLOGICAL

Computer engineering in lifting and transport engineering

Computer engineering in road construction engineering

Computer engineering in the automotive industry

(concentration)

	STUDY MODE
	full-time
Year	1,2
Semester	2,3
Lectures, hours	32
Laboratory classes, hours	68
Test, semester	2,3
Contact hours	100
Independent study, hours	116
Total course duration in hours / credit units	216/6

1. Course outline

The purpose of teaching the discipline "Fundamentals of Engineering" is to form students' skills and abilities when working with software (software) implemented in the form of three-dimensional design systems for machine parts, subassemblies and machines in general, allowing them to make specific decisions in practical work with solving problems in the field of machine design.

2. Course learning outcomes

Upon completion of the course, students will be expected to

know:

- principles, methods and rules for creating three-dimensional models of parts using Compass and Solid Works software.

- principles, methods and rules for creating three-dimensional subassemblies using Compass and Solid Works software.

- basics of creating, checking, editing nodes, overlaying relationships between assembly elements

- principles, methods and rules for creating drawings using Compass and Solid Works software.

- principles, methods and rules for creating specifications..

be able to:

- use the Compass software to create three-dimensional models of parts and Solid Works.

- use the Compass software to create, check, edit nodes, overlay relationships between assembly elements.

- use the Compass software to create and edit drawings, apply dimensions, perform sections, cuts, local

views, configure drawing tools and "Solid Works".possess:

- computer skills;

- in creating three-dimensional models of parts.

- of creating, checking, editing nodes, superimposing relationships between assembly elements.

- creating and editing drawings, drawing dimensions, performing sections, sections, local views, to customize drawing tools..

3. Competencies

БПК-7 Use methods of graphic representation of objects on the plane and in space, create drawings of parts and assemblies, design and develop design documentation according to the requirements of the Unified System of Design Documentation

СК-1 Use basic computer-aided design technologies, methods of computer-aided execution of drawings, three-dimensional models and other graphic works

The form of the current certification is a individual task. Test