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ENGINEERING GRAPHICS
(course title)

COURSE SYLLABUS ABSTRACT

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Specialty 6-05-0715-03 "Cars, tractors, mobile and technological complexes"
Profiling "Computer engineering»

	STUDY MODE
	Full-time
Year	1
Semester	1
Lectures, hours	34
Practical classes, hours	34
Exam, semester	1
Contact hourse	68
Independent study, hours	76
Total course duration in hours / credit units	144 / 4

1. Course outline: Introduction. Straight. The plane. Drawing conversion methods. Surfaces. Positional tasks. Brief information about computer graphics. Types, sections, sections.

2. Course learning outcomes.
Upon completion of the course, students will be expected to
   - know the formation of drawings by the projection method; graphical methods for solving positional and metric geometric problems; applied graphic programs and computer modeling; geometric shaping of machine-building parts; state standards for the execution 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; perform drawings by means of computer graphics; build three-dimensional computer models of parts.
- to possess a skill: sketching individual technical means and components; visual representation of details and reading drawings; using computer technology to build drawings

3. Mastering this academic discipline should ensure the formation of the following competencies:
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 a Unified system of design documentation

4. Requirements and forms of current and intermediate certification:
The intermediate certification includes the protection of individual assignments, in which the student answers control questions. The current certification is carried out in the form of exam (1 semester).