

Homework 9 – SolidWorks Tutorial:

For homework 9, you will need to complete a tutorial that guides you through modeling a part and creating a drawing from the resulting part. Remember that it may take more than one attempt to finish the drawing. You may need to start over several times, or you may need to redo some of the features that you create. This is all part of the learning process. You will learn SolidWorks by practice, which will invariably involve trial and error. Don't be afraid to experiment on your own. Try drawing your own part after finishing the tutorial. It may take you longer than the "30 minute" estimated on the tutorial.

To begin, click on the SolidWorks icon on your desktop or from the start menu.

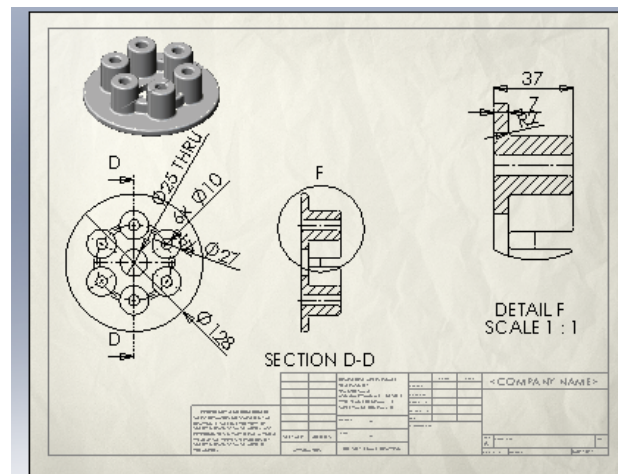
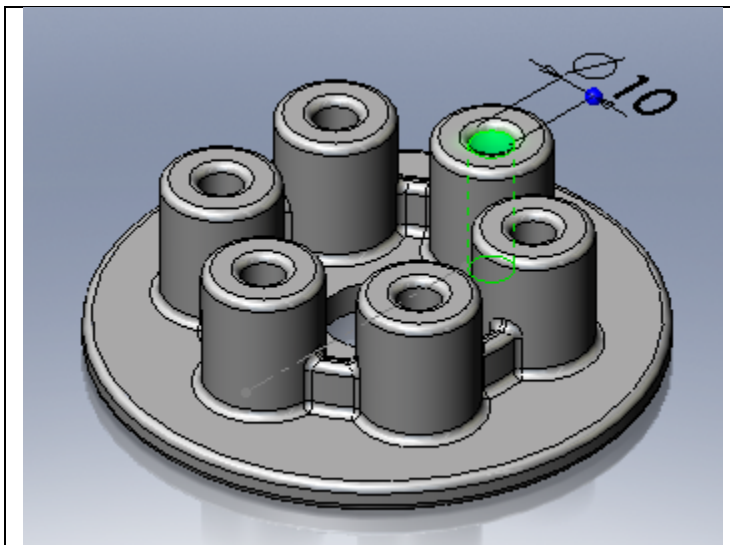


Click the "Getting Started" link below and then click the "30 Minute Lesson" link to begin the tutorial.

Tutorials by Category	
Getting Started	Special Types of Models
Building Models	Productivity Enhancements
Working with Models	Design Analysis
All SolidWorks Tutorials	

30 Minute Lesson
AutoCAD and SolidWorks
Lesson 1 - Parts
Lesson 2 - Assemblies
Lesson 3 - Drawings

Next, just follow the instructions to complete the tutorial (and your homework)!



Discussion of Global and Societal Issue #2

Assignment Due In Class Today: *One problem facing an advanced society is waste management. Currently, the United States stores most of its waste in landfills. Some of the materials inside of these landfills may not break down for many years, can cause environmental contamination, and account for a reduction in the remaining natural resources available for use. Engineers can combat problems such as littering and waste management by creating materials that break down quickly or by designing solutions that benefit from waste. Prepare a two page paper sharing what you have learned about the current status of waste management and about what trends are expected in the future.*

Take about 10 minutes to discuss as a class (or in smaller groups) the facts and student opinions on this issue.

IN-CLASS PROGRAMMING ASSIGNMENT

NAMES: _____

(60minutes) With the piezospeaker installed on the breadboard of the Boe-Bot, write a PBASIC program to cause the speaker to make a whistle (the instructor will tell you what the whistle should sound like). You should work in your teams for this exercise. Have the instructor check your whistle when you are satisfied with the sound. If you don't finish during class, then complete this outside of class, and demonstrate your working program in class next time to the instructor.

HINT: You may need to use several *FOR-NEXT* loops where the pitch varies within the loops.