



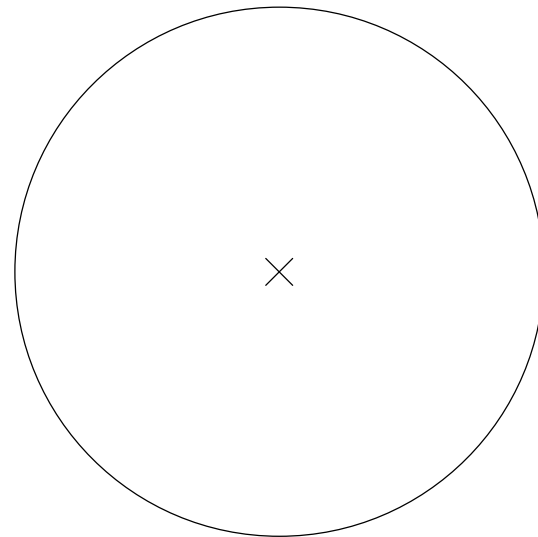
Question 2: Pie chart and Computer graphics.

A) Table 1 shows the popularity of computer games amongst children in Malta. Column A lists game types and column B the percentages. Using this data,

- choose a colour for each game type and fill this in column C,
- find the corresponding angles and fill these in column D,
- complete the pie chart in the circle provided,
- colour the sections in the pie chart to match those in column C.

Table 1

Computer game-type popularity			
A	B	C	D
Adventure	25%		
Strategy	15%		
Action	35%		
Sports	15%		
Puzzle	10%		



B) You are required to draw an image using a computer graphics program which uses the instructions DATA, MOVE & DRAW to generate the image in the following way:

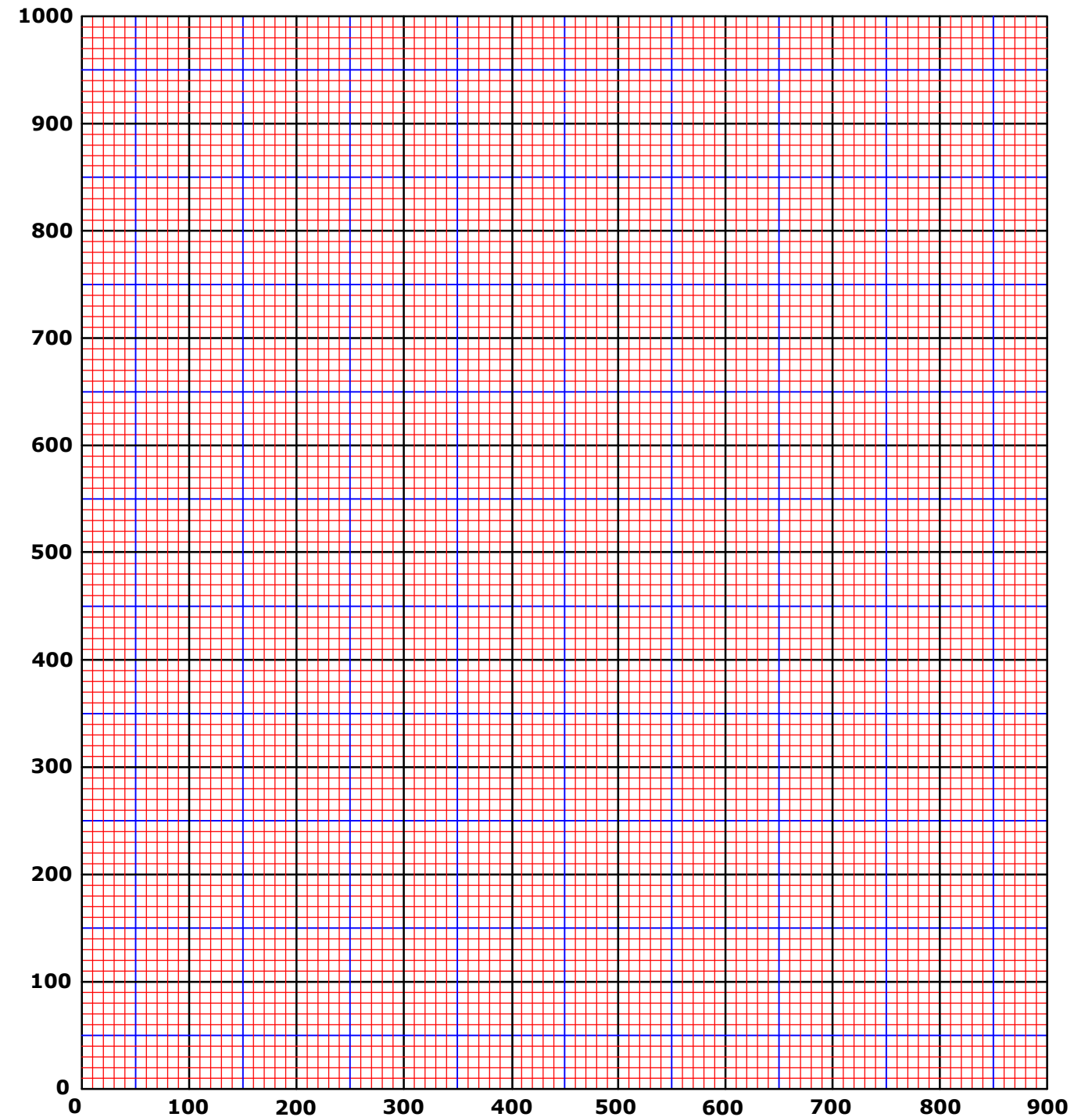
DATA: A = 50; B = 100; C = 150; D = 200; E = 250; F = 300; G = 350; H = 400;  
I = 450; J = 500; K = 550; L = 600; M = 650; N = 700; O = 750; P = 800; Q = 850;  
R = 900; S = 950; T = 1000.

ACI 5: MOVE B,B; DRAW B,D; DRAW D,F; DRAW L,F; DRAW N,D; DRAW P,D;  
DRAW P,B; DRAW B,B:  
ACI 1: MOVE D,F; DRAW D,H; DRAW F,H; DRAW F,F:  
ACI 3: MOVE H,F; DRAW H,N; DRAW F,N; DRAW F,R; DRAW L,R; DRAW L,N;  
DRAW J,N; DRAW J,F.

The computer responds to the following commands:

Colour	(ACI) Colour Index Number
1	Red
3	Green
5	Blue

(Total: 16 marks)



Question 3: Sectioning.

An illustration of a cast iron support block is shown in figure 3. The plan and the outline of the sectional front elevation are also given.

In the space provided, complete a sectional front elevation on cutting plane M-M.

Notes:

- Show all centre lines.
- Do not show hidden detail.
- All holes are drilled right through.

(Total: 16 marks)

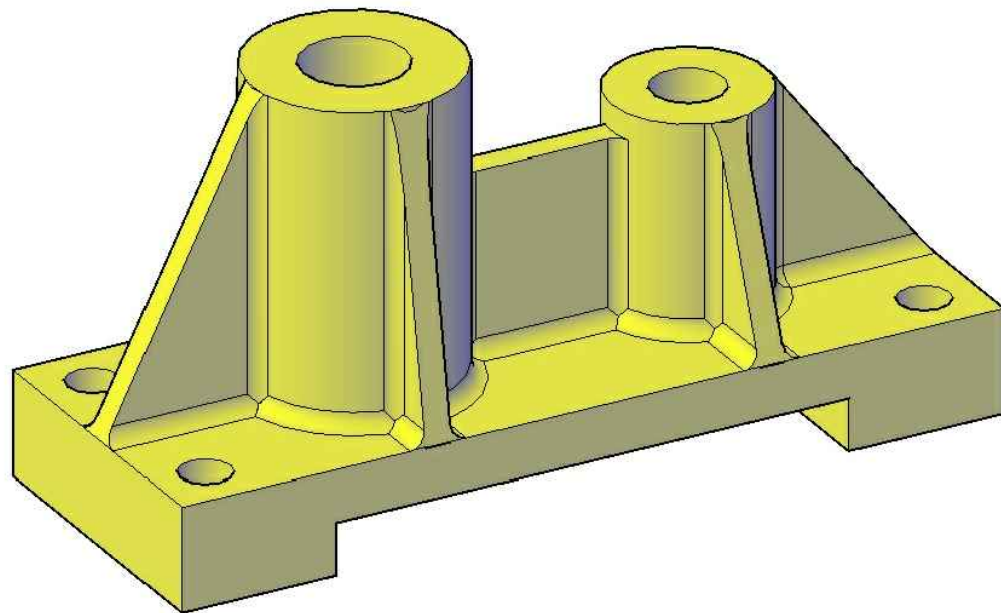
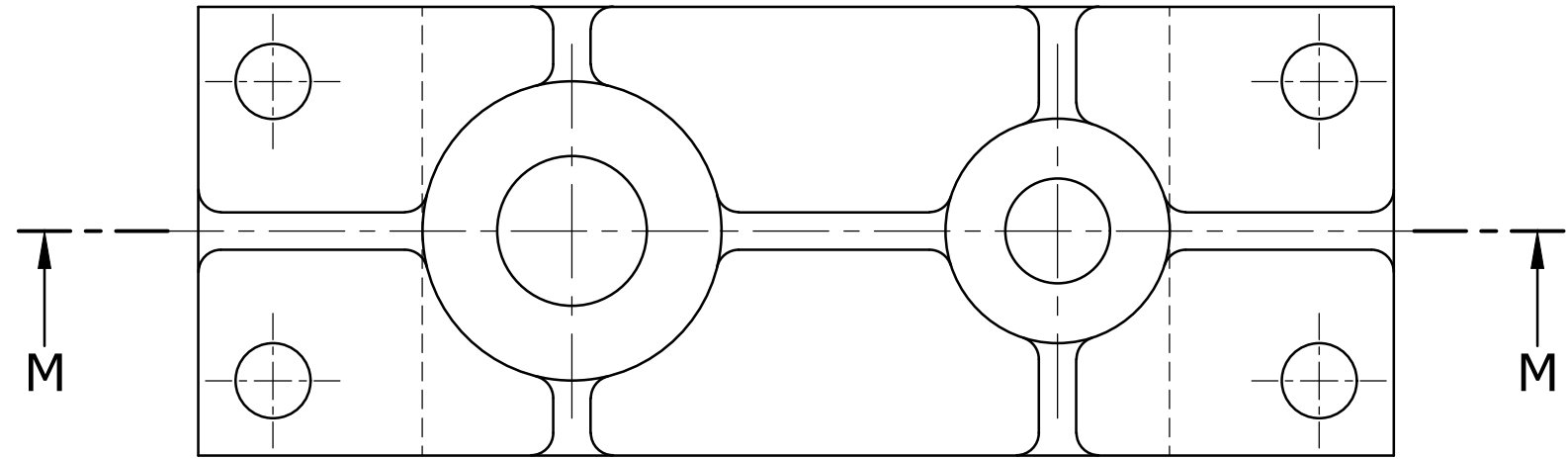
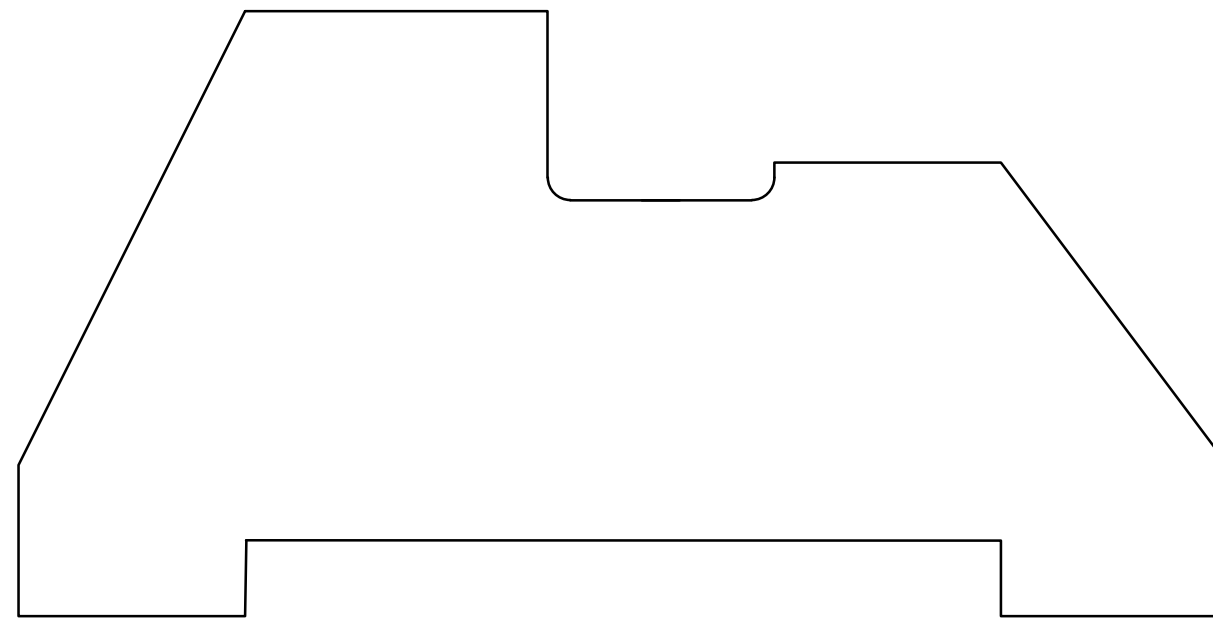


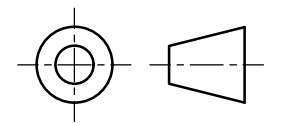
Fig. 3



PLAN



M-M



Question 4: Intersections.

An illustration of a twin megaphone is shown in figure 4. A plan, an end elevation and an incomplete front elevation are also given.

Construct:

- a. the two curves of intersection on the front elevation;
- b. half the development of Part A.

(Total: 13 marks)

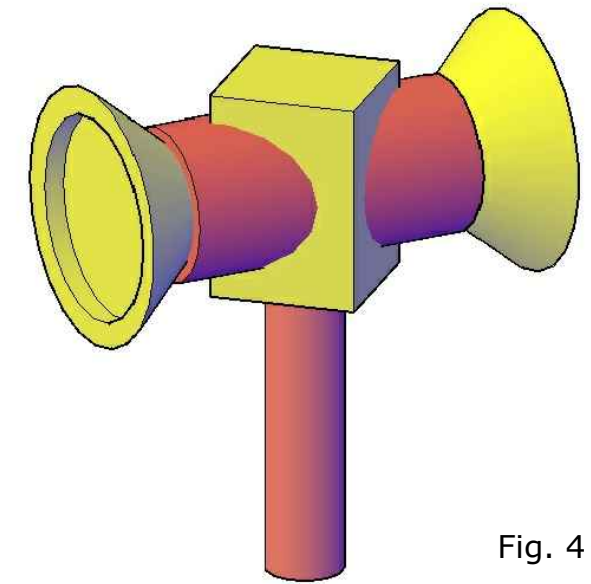
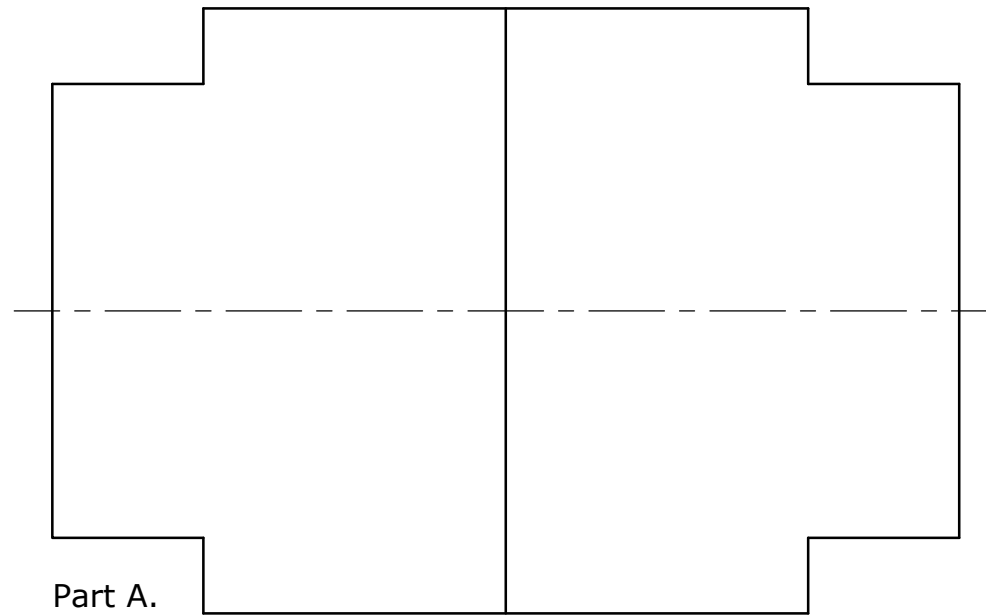
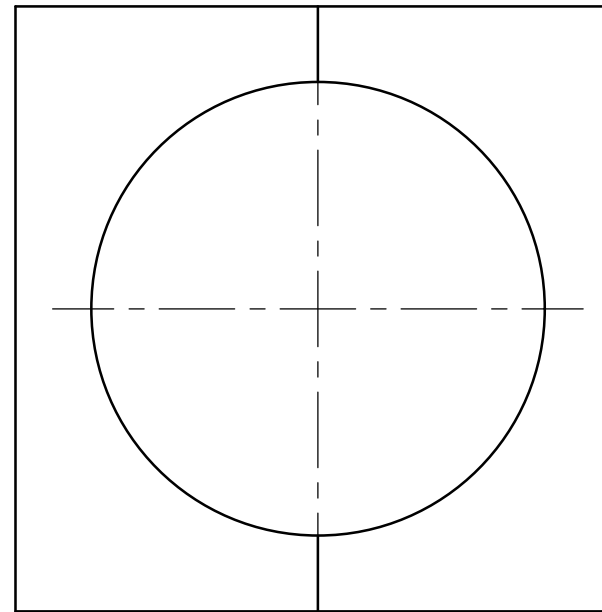


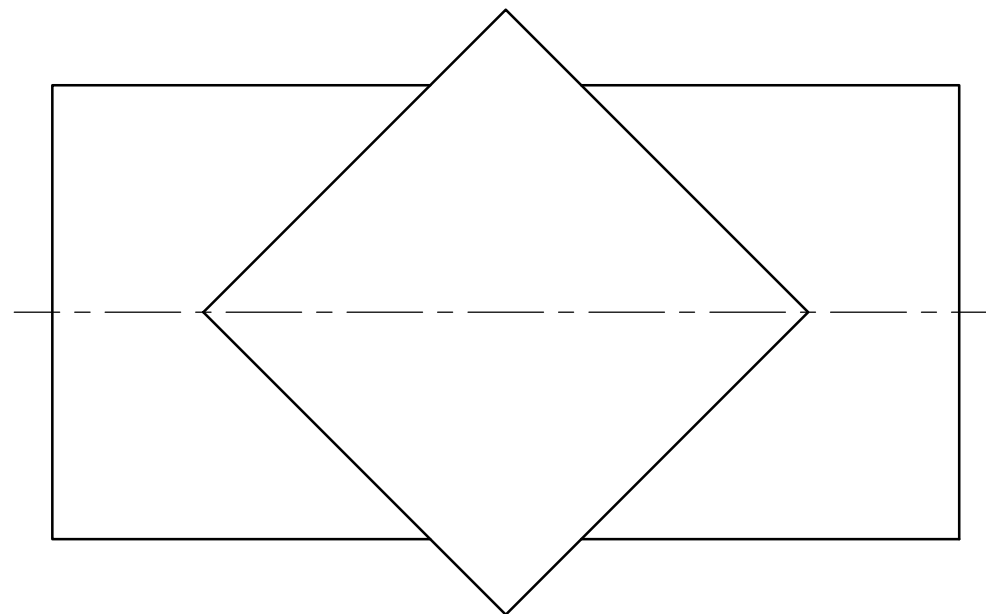
Fig. 4



FRONT ELEVATION



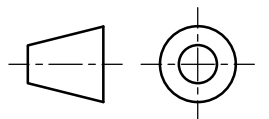
END ELEVATION



PLAN



Half development of part A.



Question 5: Loci of mechanism.

An illustration of a slider-crank mechanism is shown in figure 5. Plot the locus of point P for one complete revolution of crank OB while point A slides along centre line OZ.

(Total: 12 marks)

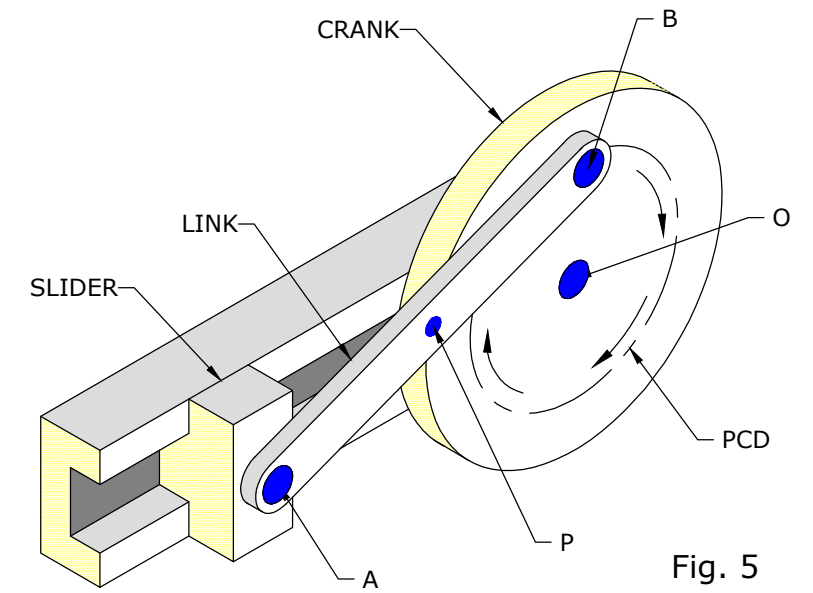
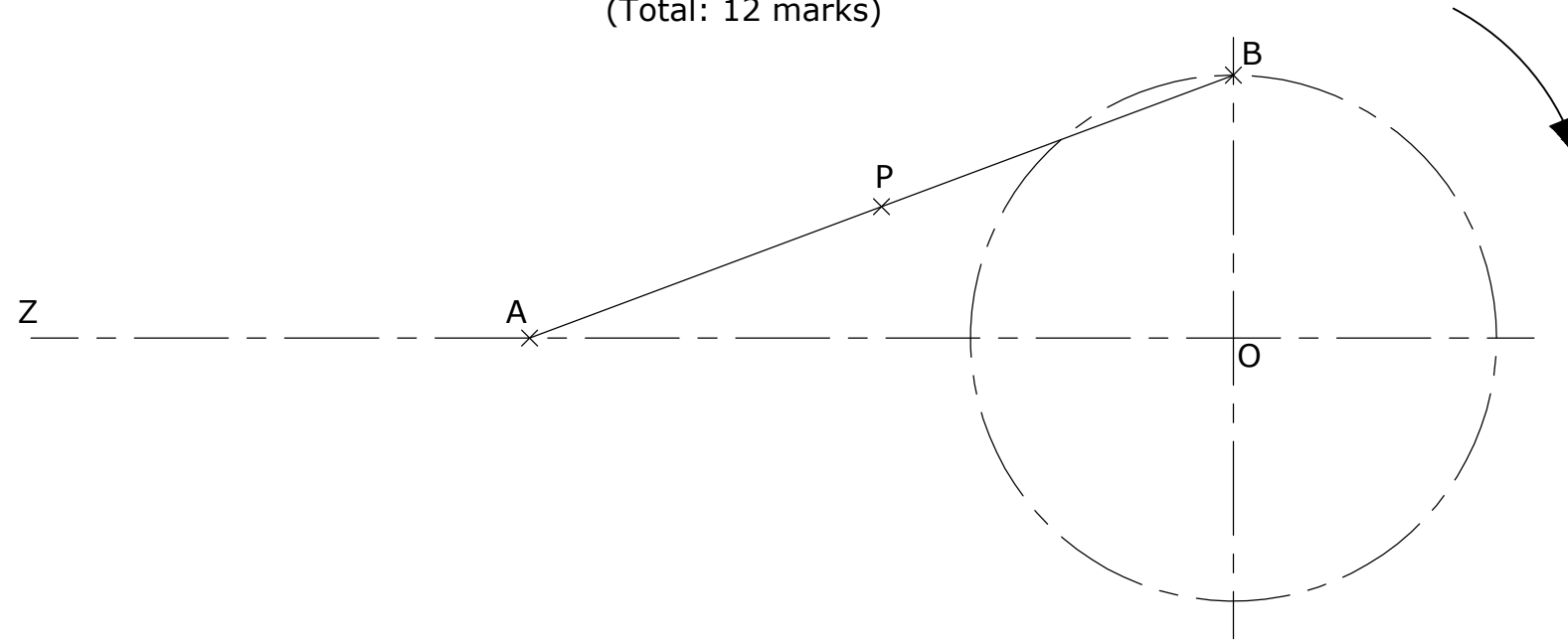


Fig. 5

Question 6: Construction of triangles and squares.

The hypotenuse AB of triangle ABC is given. Construct the shape in figure 6 by using the following information:

1. side BC = 40mm and angle BCA = 90°.
2. square Z having sides equal to AB.
3. square Y having sides equal to BC (perpendiculars to be found by construction).
4. square X having sides equal to CA.

Calculate and list the areas of the three squares.

(Total: 13 marks)

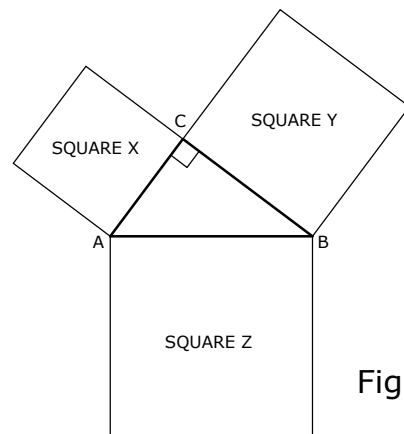
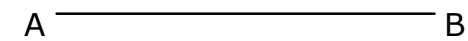


Fig. 6

Area of square X: \_\_\_\_\_

Area of square Y: \_\_\_\_\_

Area of square Z: \_\_\_\_\_

Question 7: Auxiliary elevations.

The plan and an auxiliary elevation of a freestyle bike ramp are given. A pictorial illustration of the ramp is shown in figure 7. Using the given start lines, project the front elevation.

Note: Do not show hidden detail.

(Total: 16 marks)

