

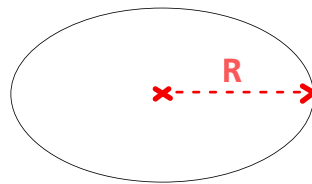
VISUAL CODING & ALGORITHMIC MANIPULATIONS

Part A: Component Development

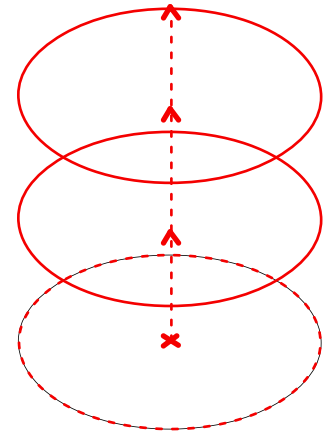
PSEUDO CODE



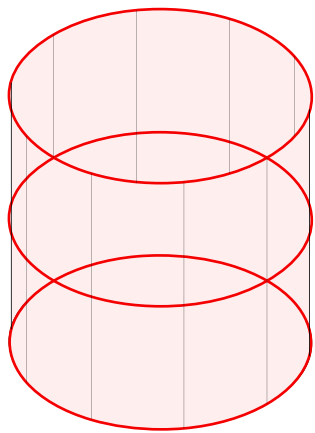
1. Set point



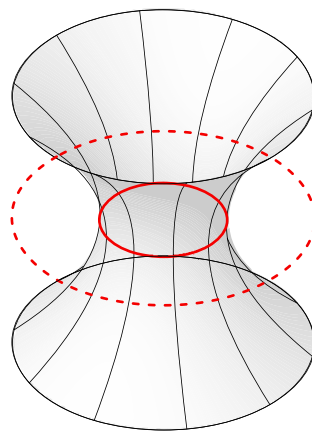
2. Set radius R on X axis & Draw circle



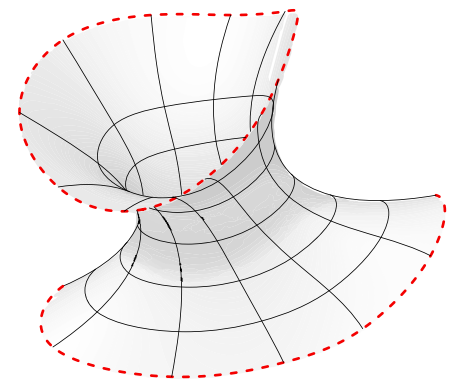
3. Copy & Move circle on Z-axis keeping height equidistant



4. Loft the 3 curves

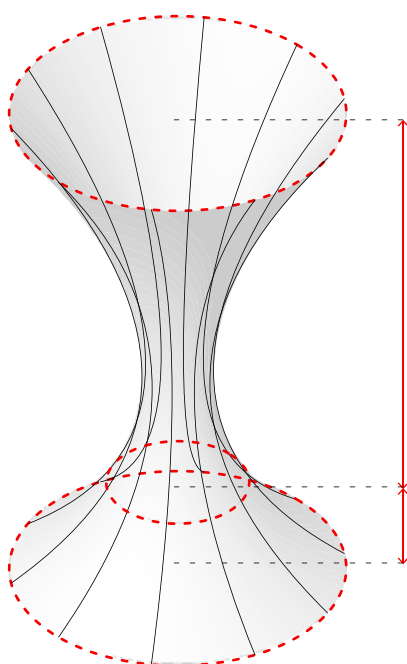


5. Scale middle circle 2/3 original diameter along X-axis

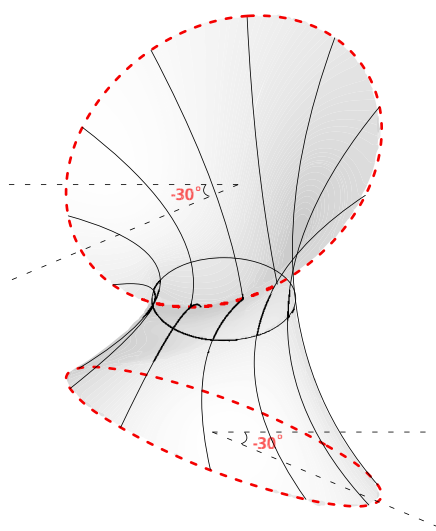


6. Twist top & bottom curve along 90 degree tangent & loft resulting curves

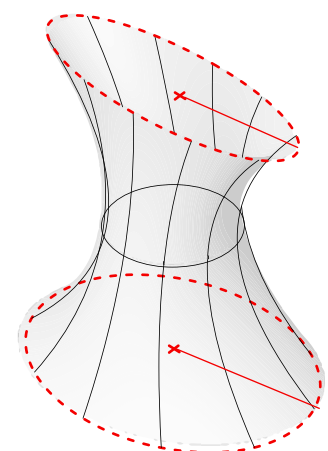
APPLICABLE VARIABLES



Distance between each curve along the X-axis is changed



Top and bottom curves are rotated to an angle of -30 degrees relative to the (X,Y) plane



Radii of top & bottom curves are changed