Surface Measurement 140

| Name: | | |
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| Date: | | |

Manufactured parts often twist, turn, and rotate such as rotors. Other parts remain stationary. Furthermore, parts such as gears intentionally come into contact with one another. Both customer specification and use determine whether the surface of the part must be smooth, rough, flat, or wavy. Considering the various uses and designs of materials that you have seen, answer the following questions.

1. Differentiate between static and dynamic surfaces.

2. Define the terminology lay, roughness, and waviness.

Discuss in your own words how the finish of a surface affects cost. Include examples of common items with varying surface finishes.



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