Airplane Blueprint on Graph Paper: Plot Fuselage, Wing and Tail Outlines

Original worked example / unchanged complete key

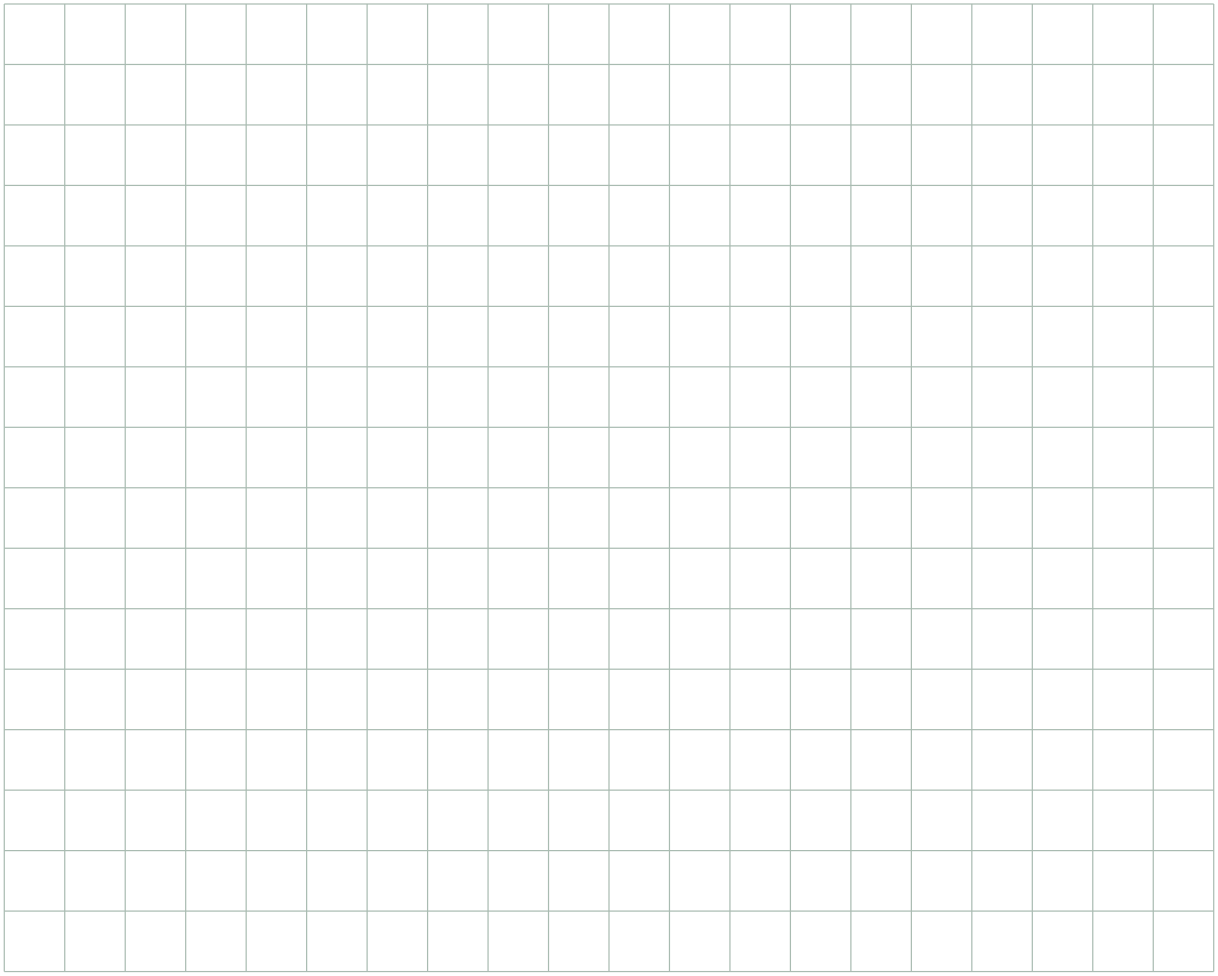
Prompt: Plot a fuselage side outline using these coordinates in boundary order: (2,6), (10,6), (12,5), (12,4), (10,4), (2,4), (1,5). Connect the points in that order, using a short curve from (1,5) back to (2,6) for the nose. Then check the top straight segment length.

Answer: Plot each point by counting squares from the origin. Connect (2,6) to (10,6) with a straight line, then (10,6) to (12,5), then (12,5) to (12,4), then (12,4) to (10,4), then (10,4) to (2,4), then (2,4) to (1,5), and finally a short curve from (1,5) back to (2,6). This traces the boundary once without crossing itself. The top straight segment runs from x=2 to x=10, so its length is 10 minus 2 equals 8 squares. Counting squares along the drawn line should also give 8.

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Square grid for plotting airplane outlines

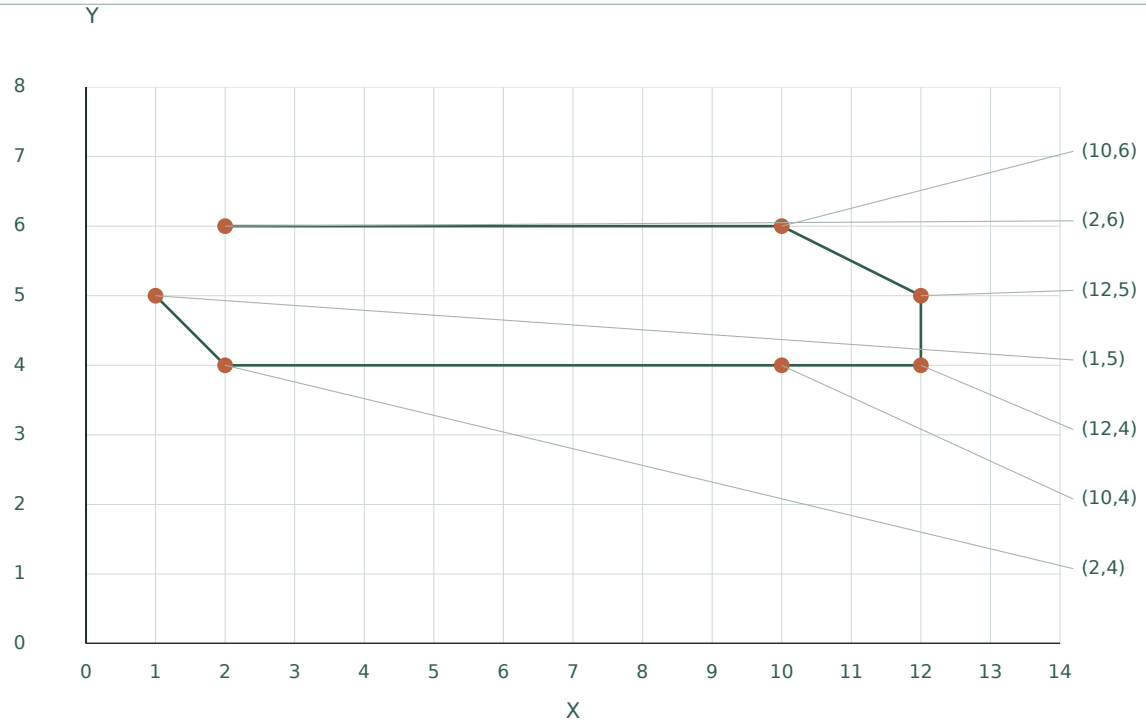
Actual source-bound component. Original question values and separate answer keys remain unchanged.



20 columns × 16 rows; 8 mm square cells; actual size at 100% printing.

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Fuselage outline plotted in boundary order



Top straight segment length = 8 squares. Coordinate labels sit outside the plot; thin grey leaders are annotations, not function curves.