

# Top n Ways You Know You've Spent Too Much Time in 2.007

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1. You can distinguish drills to the nearest 1/32 in, .1mm, or number by eye.
2. You know the clearance hole and tap size for every bolt.
3. You start calling your professor "Dad."
4. You forgot that you're taking other classes.
5. You can change the collet and lathe a piece of delrin in under a minute.
6. On buses you actually start sitting 1.618 to 3 seats from the smelly old drunk.
7. Natural sunlight hurts your eyes --you're used to the only UV light coming from the welder.
8. To make a paper airplane, you solid model it first and use the "sheet metal==>bends" function to find out where the folds should be.
9. You use the cuts on your hand to figure out the chronology of doing things in the lab.
10. You discuss with a classmate how cool it would be to waterjet the text of an English paper into a sheet of aluminum.
11. You wore the same shirt to lab for three days (I mean, come on, it was just going to get dirty anyway).
12. You actually start to like the taste of aluminum in your food.
13. You actually learned how to do the programs on the mills ("Dude, have you used the pocket program? It's sweet!").
14. You could put threads on a piece of welding rod (with a 6-32 dye, of course) in your sleep.
15. You're outside of lab and see construction equipment, a pair of vice grips, or bolt cutters, you tell anyone that's willing to listen about linkages.
16. You recently renamed your razor "Occam."
17. You're convinced that drinking two liters of Coke a day is normal.