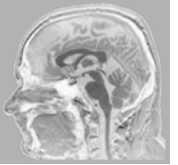|	
0	Object type follows
SECTION	In this case it marks the start of a "section"
2	Type of section follows
ENTITIES	In this case the section contains "entities"
…	Then we define all our "entities"
…	in similar looking blocks of pairs of
…	a number ID and then a description or data
0	Object type follows
ENDSEC	In this case it marks the end of the section
0	Object type follows
EOF	In this case it marks the End Of File

```
0
SECTION
2
ENTITIES
0
CIRCLE
8
Undeflected
10
0.0
20
0.0
30
0.0
40
0.02
62
0
0
ENDSEC
0
EOF
```

0	Object type follows
CIRCLE	In this case draw a Circle (can be LINE, TEXT, etc)
8	Layer name follows
Undeflected	In this case draw on layer called "Undeflected"
10	X Coordinate follows
0.0	In this case x=0.0
20	Y Coordinate follows
0.0	In this case y=0.0
30	Z Coordinate follows
0.0	In this case z=0.0
40	Circle radius follows (only valid for things with radii)
0.02	In this case radius = 0.02
62	Colour follows
0	In this case colour=0=black (1=red, 3=green)

0	Object type follows
LINE	In this case draw a Line (can be POINT, 3DFACE, etc)
8	Layer name follows
Undeflected	In this case draw on layer called "Undeflected"
10	Start X Coordinate follows
0.0	In this case x1=0.0
20	Start Y Coordinate follows
0.0	In this case y1=0.0
11	End X Coordinate follows
1.0	In this case x2=1.0
21	End Y Coordinate follows
1.0	In this case y2=1.0
62	Colour follows
5	In this case colour=5=blue (2=yellow, 4=cyan)

Summary

- DXF Data comes in blocks

- Each block is made from pairs of lines

- First line is a number code to tell it what to expect next

- Second line is the data itself

- DXF Starts and Ends with special blocks

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