

Compiled from the internet subject "Engineer Humor" by Skip Gaudreau

You might be an Engineer if . . .

You have any "Dilbert" comics displayed in your work area.

The blinking 12:00 on someone's VCR draws you in like a tractor beam to fix it.

You have a habit of destroying things in order to see how they work.

You've ever calculated how much you make per second

At Christmas, it goes without saying that you will be the one to find the burnt-out bulb in the string.

You have ever saved the power cord from a broken appliance.

You have ever taken the back off your TV just to see what's inside.

You have more friends on the Internet than in real life.

You rearrange the dishwasher to maximize the packing factor.

You see a good design and still have to change it.

Your checkbook always balances.

If you have half-broken objects in your house that you refuse to throw away with the hope that you can someday fix them.

If you spend time looking at household products trying to devise a method for improvement.

If you actually buy technical books.

If you actually READ technical manuals.

If you join tools together to form new objects.

If you have ever owned a calculator with no equal key and know what RPN stands for.

Programmed your graphing calculator just for fun.

If you know what `http://` stands for

If your wrist watch has more computing power than most people's laptops

If you have used coat hangers and duct tape for something other than hanging coats and taping ducts

Compiled from the internet subject "Engineer Humor" by Skip Gaudreau

If you have ever tuned in your neighbor's cordless phone on your scanner

If you like to figure things out—a computer game, a brain teaser, the universal remote control.

If you have ever ripped open your family's old television (or car, engine, microwave, or doorbell) just to see how it works.

If you look at a computer, a cell phone, a skyscraper, and think: "Why was it made this way? or How could it be made better?"

If you created towers and bridges with Legos or blocks as a kid—and now dream about building them in the real world.

If you like to figure things out—a computer game, a brainteaser, the universal remote control.

If you think about inventing things like a better toothbrush, a robot that cleans your room, a bicycle built for three.

If you love to get your hands on a good problem—the tricky, impossible-seeming kind.

If you love questions as much as answers.