Rangolee is an ancient folk art from India. This author has categorized the rangolee designs into the ones drawn with dots and the ones without dots. Some designs with dots are drawn by connecting the dots and others by drawing a line around the dots. These designs are also categorized as traditional and contemporary. She has investigated mathematical models and principles in those designs. Four principles that are found in the designs are 1. Eulerian Graphs, 2. Iterations or recursions, 3. Algorithm and 4. Symmetry. Some designs are drawn using Laws of Reflection from physics. Some designs follow cyclic order. Iterations of some designs are drawn more than one way. In her 10 min talk the author will do the case study of selected designs. (Received September 19, 2016)