THE UNIVERSITY OF ADELAIDE DEPARTMENT OF MECHANICAL ENGINEERING

EXAMINATION FOR THE DEGREE OF B.E.

2391: DYNAMICS

FINAL EXAMINATION - NOVEMBER, 2002

TIME: 2 HOURS

Number of pages	8
Number of Questions	4
Total Marks	76

[In addition the candidates are allowed ten minutes before the exam to read the paper.]

[Notes and textbooks are **not** permitted in the examination room.]

[Calculating devices are permitted]

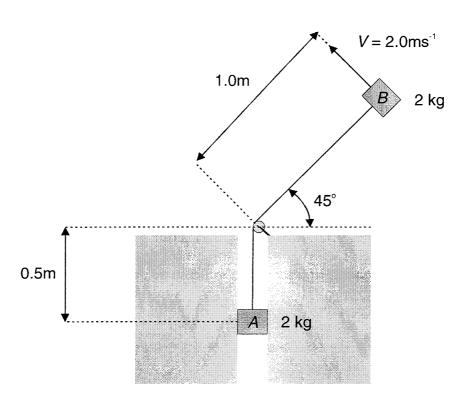
[A formula sheet is provided on the back sheet of the exam booklet (Pages 7 and 8). This may be torn off for easy reference]

Attempt ALL FOUR questions.

1) At the instant shown in Figure 1, mass B is travelling in the direction shown (perpendicular to the taut cord) with speed $v_B = 2.0 \text{ms}^{-1}$.

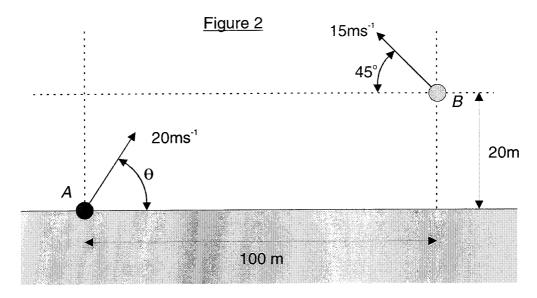
Assume the arrangement of masses to be on a frictionless horizontal table. There is negligible friction between *A* and the blocks either side of it. The tension in the cord is constant along its entire length.

Figure 1



What is the acceleration of mass *B* at this instant? (Note: this is a kinetic problem - not just kinematics) (14 marks)

Projectile *A*, launched from the ground with a speed of 20.0 ms⁻¹, must strike another projectile *B* in flight. At the instant that *A* is launched, *B* is travelling at 15.0 ms⁻¹ at an angle of 45° above the horizontal to the left, and is located 100 m to the right of *A*, and 20 m above *A*.

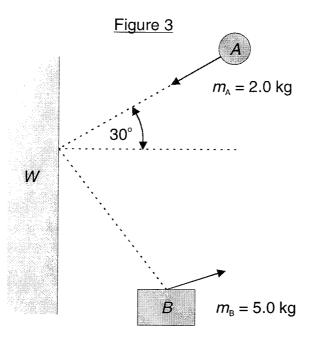


If A is launched at an angle to strike B, what is the relative velocity of A with respect to B at the moment of impact? (22 Marks)

You may neglect air resistance and assume that $g = 9.81 \text{ ms}^{-2}$ downward for both projectiles.

In order to solve for the launch angle of A, the trigonometric identity $\sin^2 \theta = 1 - \cos^2 \theta$ may be useful.

3) Ball *A* is initially travelling in the direction shown in the figure at a speed of 1.0 ms⁻², in the horizontal plane on a frictionless surface.

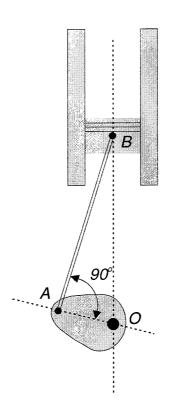


What is the final velocity of A after bouncing off the fixed wall W and then the stationary (but not fixed) block B? (20 Marks)

Assume that coefficient of restitution for both collisions is 0.8, and that the impact between *A* and *B* is central (i.e. The line of impact passes through the centres of mass of both objects).

4) At the instant shown the velocity of the piston (*B*) is 10 ms⁻¹ downward with an acceleration of 4000 ms⁻² downwards.

Figure 4



$$\overline{OA} = 0.05 \text{ m}$$

$$\overline{A}\overline{B} = 0.15 \text{ m}$$

What is the angular acceleration of the crank shaft (*OA*) at this instant? (20 Marks)

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Dynamics 2391 Formula Sheet

Rectangular Co-ordinates

$$r = x\hat{i} + y\hat{j}$$
 $v = \dot{x}\hat{i} + \dot{y}\hat{j}$

 $\mathbf{a} = \ddot{\mathbf{x}}\hat{\mathbf{i}} + \ddot{\mathbf{y}}\hat{\mathbf{j}}$ (Dots indicate time derivatives)

Polar Co-ordinates

$$r = r\hat{e}$$

$$\mathbf{v} = \dot{r}\hat{\mathbf{e}}_r + r\dot{\theta}\hat{\mathbf{e}}_\theta$$

$$\mathbf{r} = r\hat{\mathbf{e}}_r$$
 $\mathbf{v} = \dot{r}\hat{\mathbf{e}}_r + r\dot{\theta}\hat{\mathbf{e}}_{\theta}$ $\mathbf{a} = (\ddot{r} - r\dot{\theta}^2)\hat{\mathbf{e}}_r + (r\ddot{\theta} + 2\dot{r}\dot{\theta})\hat{\mathbf{e}}_{\theta}$

Tangential and Normal Co-ordinates

$$oldsymbol{v} = v \hat{oldsymbol{e}}_t$$

$$\boldsymbol{a} = \dot{\boldsymbol{v}}\hat{\boldsymbol{e}}_t + \frac{\boldsymbol{v}^2}{\rho}\,\hat{\boldsymbol{e}}_n$$

Radius of Curvature

$$\rho = \frac{(1 + y'^2)^{3/2}}{|y''|}$$
, where $y' = \frac{dy}{dx}$ and $y'' = \frac{d^2y}{dx^2}$

 $\frac{\text{Relative Motion (in } \textit{non-rotating } \textit{co-ordinates)}}{\textit{r}_{\text{B}} = \textit{r}_{\text{A}} + \textit{r}_{\text{B/A}} \ , \qquad \textit{v}_{\text{B}} = \textit{v}_{\text{A}} + \textit{v}_{\text{B/A}} \ , \qquad \textit{a}_{\text{B}} = \textit{a}_{\text{A}} + \textit{a}_{\text{B/A}}$

$$r_{\rm B} = r_{\rm A} + r_{\rm B/A}$$

$$\mathbf{v}_{\mathsf{B}} = \mathbf{v}_{\mathsf{A}} + \mathbf{v}_{\mathsf{B}/\mathsf{A}}$$

$$\mathbf{a}_{\mathsf{B}} = \mathbf{a}_{\mathsf{A}} + \mathbf{a}_{\mathsf{B}/\mathsf{A}}$$

Transformation of a vector between 2 co-ordinate systems rotated relative to each other.

 $\boldsymbol{b} = b_x \, \boldsymbol{i} + b_y \, \boldsymbol{j} = b_x^{\tilde{}} \, \boldsymbol{i}^{\tilde{}} + b_y^{\tilde{}} \, \boldsymbol{j}^{\tilde{}}$ If the i^{-} , j^{-} unit vectors are rotated an angle θ anti-clockwise with respect to i and j then

$$b_{x}^{\sim} = b_{x} \cos(\theta) + b_{y} \sin(\theta)$$

$$b_{v}^{\sim} = -b_{x}\sin(\theta) + b_{y}\cos(\theta)$$

Newton's Second Law for a system of N particles $\Sigma \mathbf{F}_{j} = m_{\mathrm{T}} \ \mathbf{a}_{\mathrm{G}}$

$$\sum F_i = m_T a_G$$

where m_T is the total mass of the system, $a_G = \ddot{r}_G$ is the acceleration of the centre of mass, \mathbf{r}_{G} , which is defined by $\mathbf{r}_{G} = \left(\sum_{i=1}^{N} m_{i} \mathbf{r}_{i}\right) / m_{T}$

Newton's Law of Universal Gravitation

$$F = \frac{Gm_1m_2}{r^2}$$
 where $G = 6.673 \times 10^{-11} \text{ m}^3 \text{kg}^{-1} \text{s}^{-2}$

Central Force Motion

$$r^2\dot{\theta} = \text{constant}$$

Kinetic Energy of a particle of mass m and velocity v

$$T = \frac{1}{2}mv^2$$

Principle of Work/Energy

 $\Delta T = U_{1\rightarrow 2}$, where $U_{1\rightarrow 2}$ is the work done by forces on a system between states 1 and

 $U_{1 \to 2} = \sum \int \mathbf{F} \cdot d\mathbf{r}$. For a conservative force, $U_{1 \to 2} = -\Delta V$, where V is the potential energy of the force.

Potential Energy Functions

For a linear spring:
$$V = \frac{1}{2}k\delta^2$$

For a mass in a uniform gravitational field: V = mgy

For a mass in a general gravitational field: $V = -\frac{GMm}{r}$

Power and Efficiency

Power =
$$\frac{dU}{dt} = \mathbf{F} \cdot \mathbf{v}$$
, Efficiency = $\eta = \frac{Output - Work}{Input - Work}$

Principle of Impulse and Momentum

Impulse =
$$\Delta p = \int F dt$$

Coefficient of Restitution

$$e = \frac{v_{Bn}^{'} - v_{An}^{'}}{v_{An} - v_{Bn}}$$

Relative Motion of 2 points on a Rigid body

For a polar co-ordinate system attached at A,

$$\boldsymbol{v}_{\mathrm{B}} = \boldsymbol{v}_{\mathrm{A}} + (\boldsymbol{v}_{\mathrm{B/A}})_{\mathrm{\theta}} = \boldsymbol{v}_{\mathrm{A}} + \boldsymbol{r}_{\mathrm{B/A}} \boldsymbol{\omega}_{\mathrm{BA}} \hat{\boldsymbol{e}}_{\mathrm{\theta}}$$

$$\boldsymbol{a}_{\mathrm{B}} = \boldsymbol{a}_{\mathrm{A}} + (\boldsymbol{a}_{\mathrm{B/A}})_{r} + (\boldsymbol{a}_{\mathrm{B/A}})_{\theta} = \boldsymbol{a}_{\mathrm{A}} + (-\boldsymbol{r}_{\mathrm{B/A}}\omega_{\mathrm{BA}}^{2})\hat{\boldsymbol{e}}_{r} + (\boldsymbol{r}_{\mathrm{B/A}}\alpha_{\mathrm{BA}})\hat{\boldsymbol{e}}_{\theta}$$

(Note: $\omega_{BA} = \omega_{AB}$ is the angular velocity of the link AB, and $\alpha_{BA} = \alpha_{AB}$ is the angular acceleration of the link AB)

Some old maths formulae you may have forgotten For the quadratic equation, $ax^2 + bx + c = 0$, the roots are given by

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

The sine and cosine rules

$$\frac{\sin\alpha}{a} = \frac{\sin\beta}{b} = \frac{\sin\gamma}{c}$$

$$a^2 = b^2 + c^2 - 2bc\cos\alpha$$