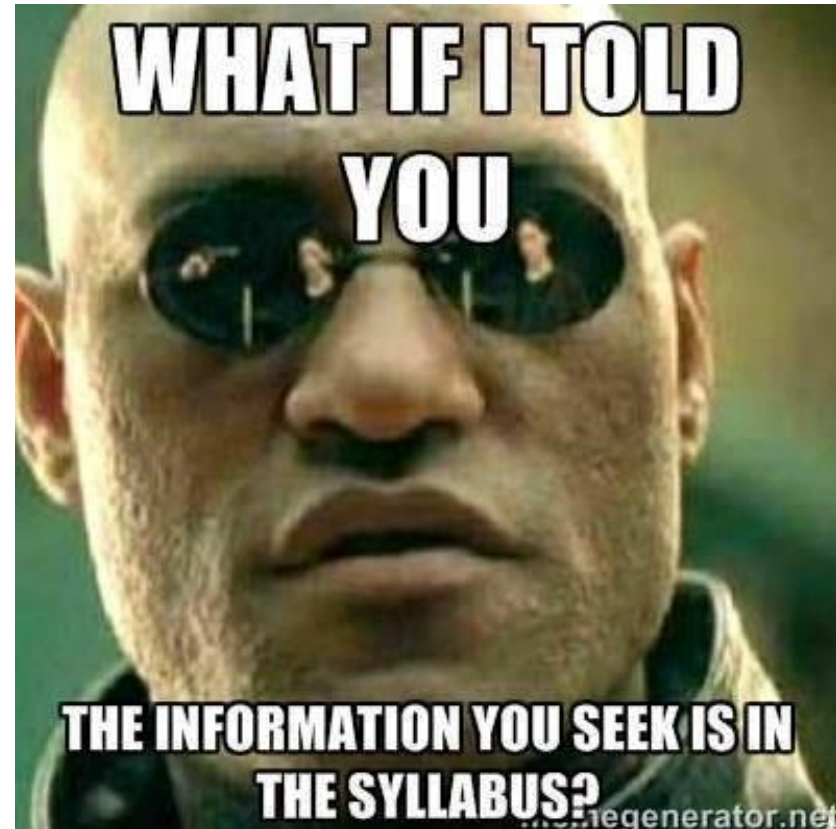


To do...

- Register i>clicker (Compass)
- MATLAB office hours
 - WED/FRI 9-5 pm in MEL 1001
- Mastering Engineering office hours
 - WED/THURS
 - 4-6 pm in Grainger 429
- HW 0 (PrairieLearn) due FRI
- HW 1 (Mastering Engineering) due SUN
- HW 2 (PL) due TUES
- Use Illinois netid/email



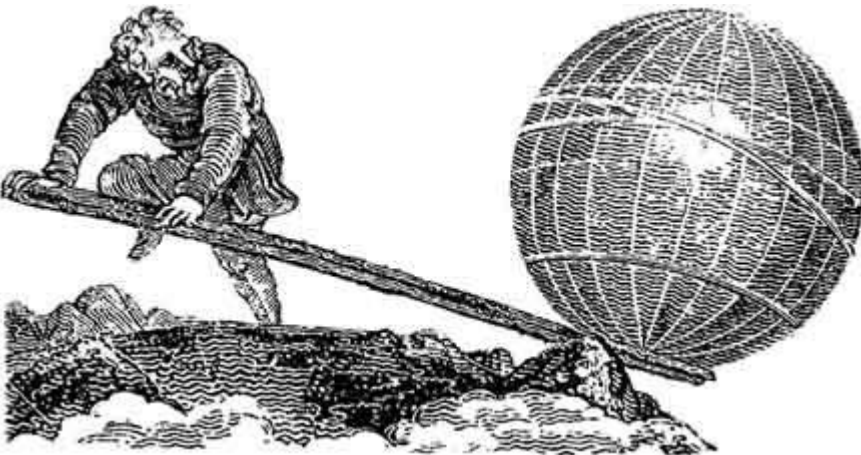
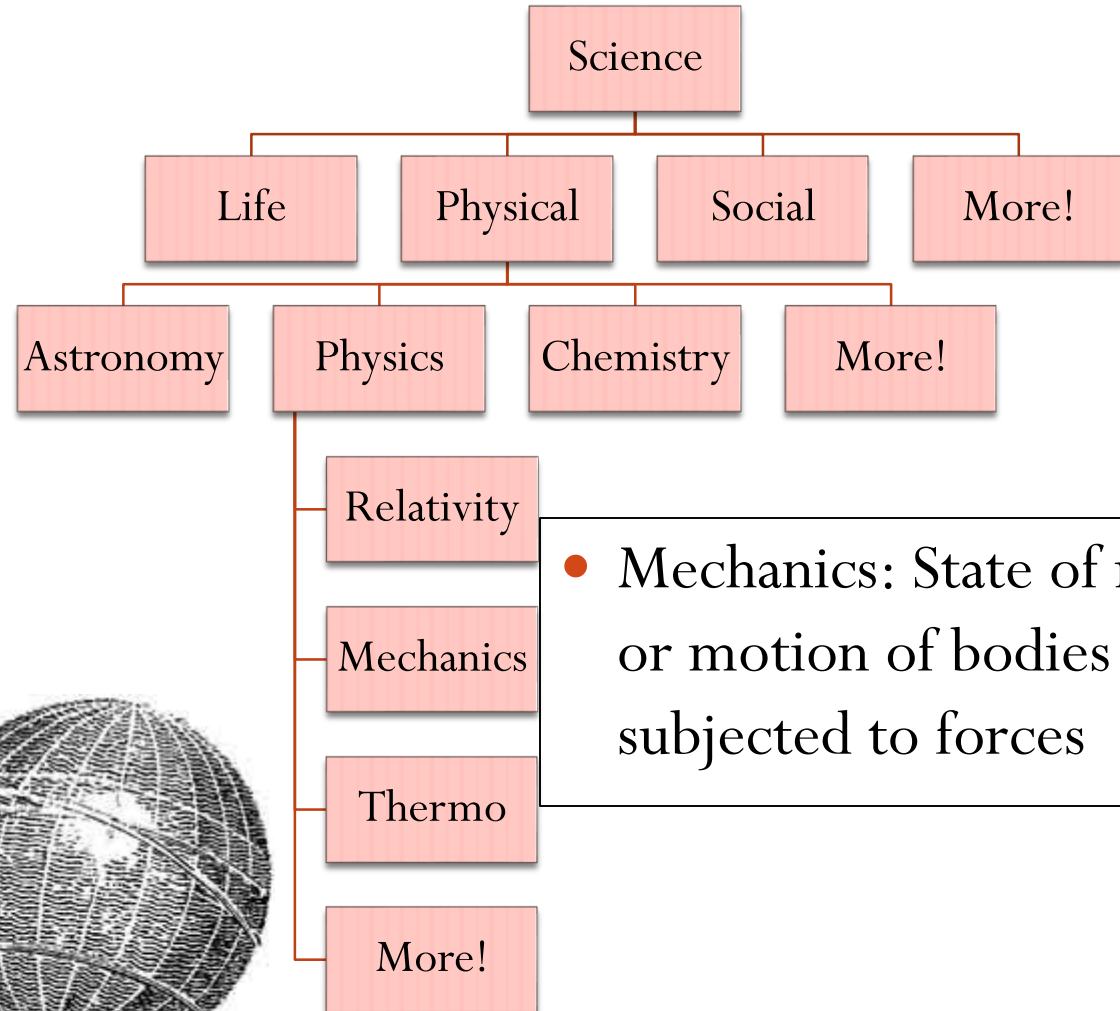
Chapter 1: General Principles

Main goals and learning objectives

- Introduce the basic ideas of *Mechanics*
- Give a concise statement of Newton's laws of motion and gravitation
- Review the principles for applying the SI system of units
- Examine standard procedures for performing numerical calculations
- Outline a general guide for solving problems



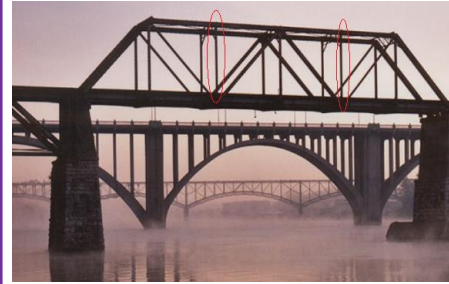
What is “statics”?



Mechanics

Mechanics is a branch of the physical sciences that is concerned with the **state of rest or motion of bodies** that are subjected to the **action of forces**

Rigid Bodies



Statics



Dynamics

Deformable Bodies



Solid
Mechanics

Fluids



Compressible
and
incompressible



victorstuff.com

Which forces?



www.ashvegas.com

- Mechanics: State of rest or motion of bodies subjected **to forces**

Fundamental concepts

Basic quantities:

Idealizations:

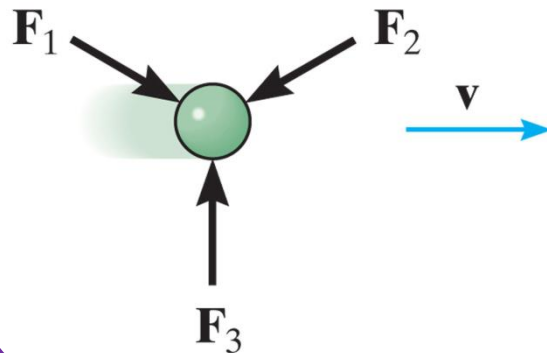
- Particle:
- Rigid Body:
- Concentrated Force:



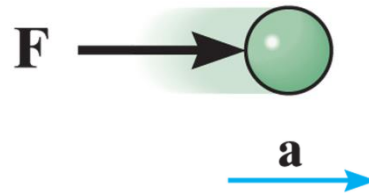
Understanding and applying these things allows for amazing achievements in engineering! (planes, robotics, etc)

Newton's laws of motion

First law:

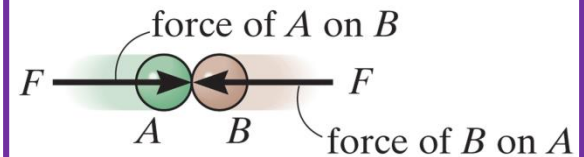


Second law: a particle acted upon by an unbalanced force \mathbf{F} experiences an acceleration \mathbf{a} that is proportional to the particle mass m :



Third law: the mutual forces of action and reaction between two particles are

_____,
_____ and
_____.



Newton's law of gravitational attraction

The mutual **force F of gravitation** between two particles of mass m_1 and m_2 is given by:

G is the universal constant of gravitation (small number)

r is the distance between the two particles

Weight is the force exerted by the earth on a particle at the earth's surface:

M_e is the mass of the earth

r_e is the distance between the earth's center and the particle near the surface

g is the acceleration due to the gravity



Figure: 01_PH003

The astronaut's weight is diminished, since she is far removed from the gravitational field of the earth.

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Castells of Catalonia



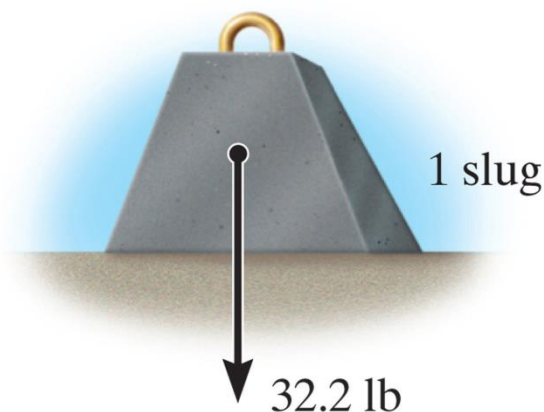
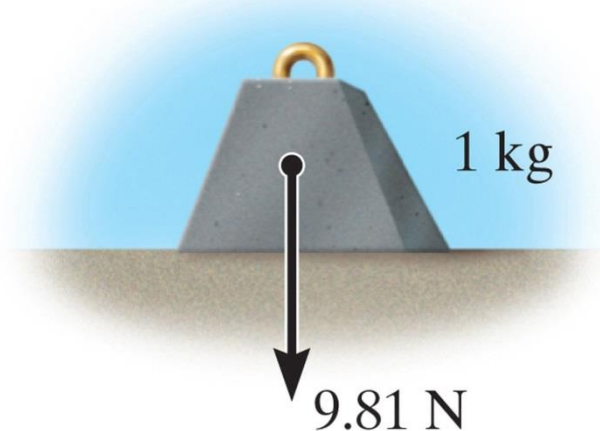
Units

TABLE 1-1 Systems of Units

Name	Length	Time	Mass	Force
International System of Units SI	meter m	second s	kilogram kg	newton* N $\left(\frac{\text{kg} \cdot \text{m}}{\text{s}^2}\right)$
U.S. Customary FPS	foot ft	second s	slug* $\left(\frac{\text{lb} \cdot \text{s}^2}{\text{ft}}\right)$	pound lb

*Derived unit.

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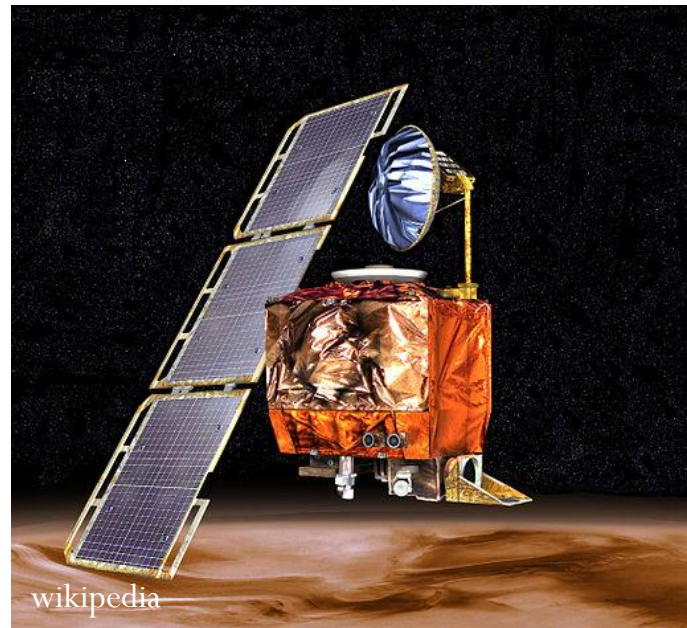
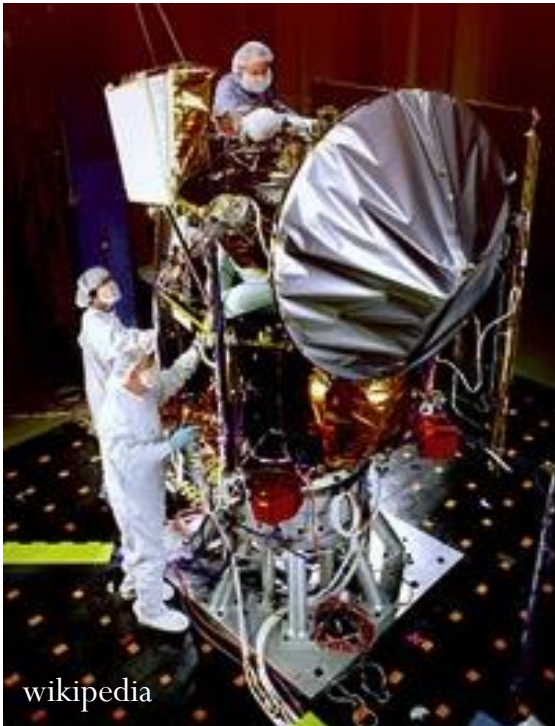
$$G = 66.73 \times 10^{-12} \frac{m^3}{kg \cdot s^2}$$

$$g = 9.81 \frac{m}{s^2}$$

$$g = 32.2 \frac{ft}{s^2}$$

Why so picky? Units matter...

- A national power company mixed up prices quoted in kilo-Watt-hour (kWh) and therms.
 - Actual price = \$50,000
 - Paid while trading on the market: \$800,000
- In Canada, a plane ran out of fuel because the pilot mistook liters for gallons!. He landed the plane safely without power on an emergency airstrip.



Mars climate orbiter – \$327.6 million

The 'super-tall' age is here: World welcomes 100th mammoth skyscraper



Could this detachable plane cabin really save lives?



Numerical Calculations

Dimensional Homogeneity

Equations ***must*** be dimensionally homogeneous, i.e., each term must be expressed in the same units. Consider the following example:



Numerical Calculations

Significant figures

The number of significant figures contained in any number determines the accuracy of the number. Use 3 significant figures for final answers. For intermediate steps, use symbolic notation, store numbers in calculators or use more significant figures, in order to maintain precision.

Example 1: If $d = 3.2$ in., $w = 1.413$ in., and $h = 2.7$ in., then



General procedure for analysis

1. Read the problem carefully; write it down carefully.
2. Model the problem: Draw given diagrams neatly and construct additional figures as necessary.
3. Apply principles needed.
4. Solve problem symbolically. Make sure equations are dimensionally homogeneous
5. Substitute numbers. Provide proper units *throughout*. Check significant figures. Box the final answer(s).
6. See if answer is reasonable.

Most effective way to learn engineering mechanics is to ***solve problems!***