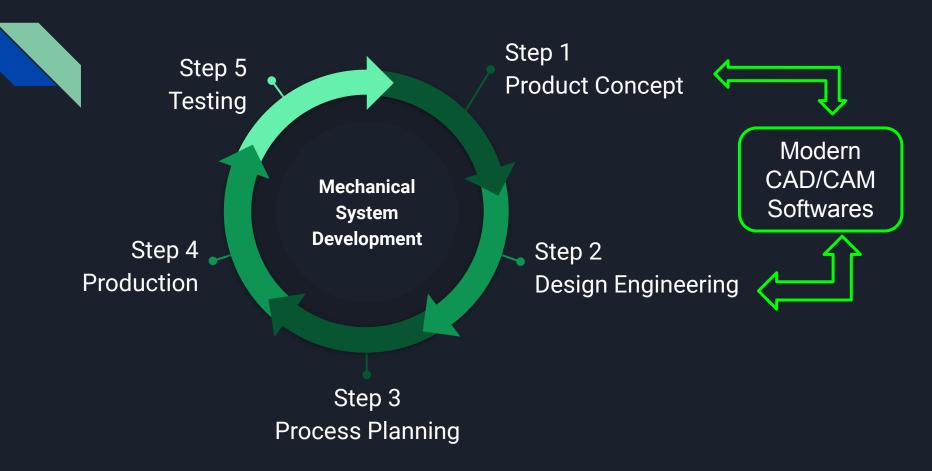
Mechanical Softwares



What is CAD/CAM/CAE?

CAD - Computer Aided Designing

CAM - Computer Aided Manufacturing

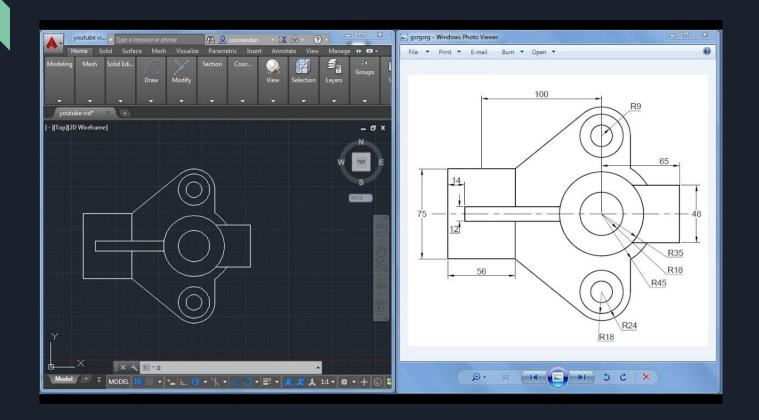
CAE - Computer Aided Engineering

Some Softwares...

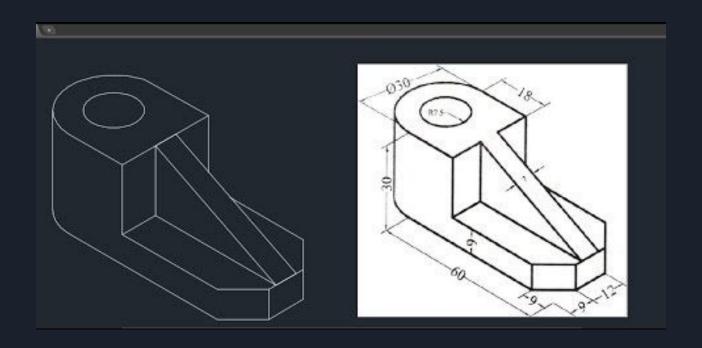
- AutoCAD
- SolidWorks
- Fusion 360
- ANSYS
- Autodesk Flow Design
- MATLAB
- SimuLink

Designing Softwares

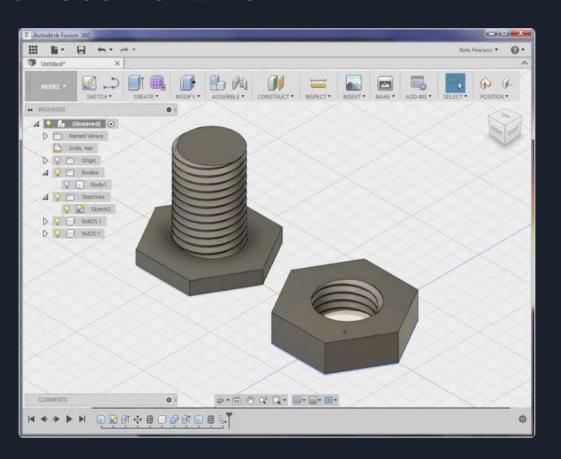
AutoCAD - CAD

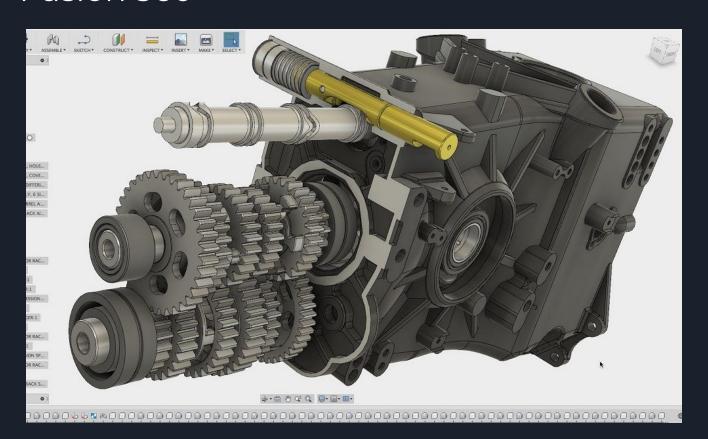


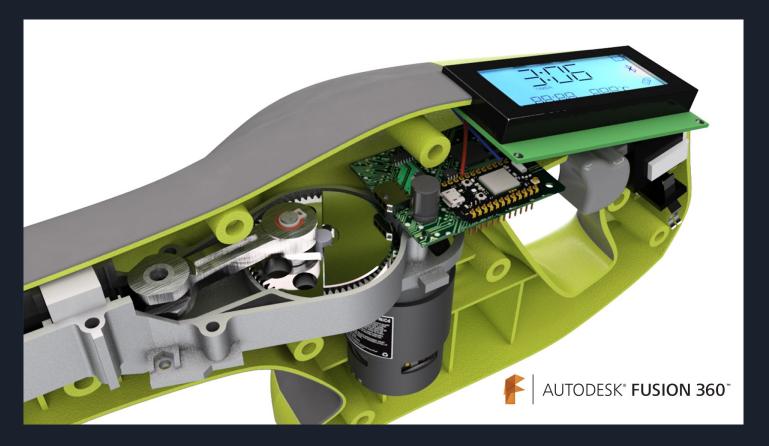
AutoCAD

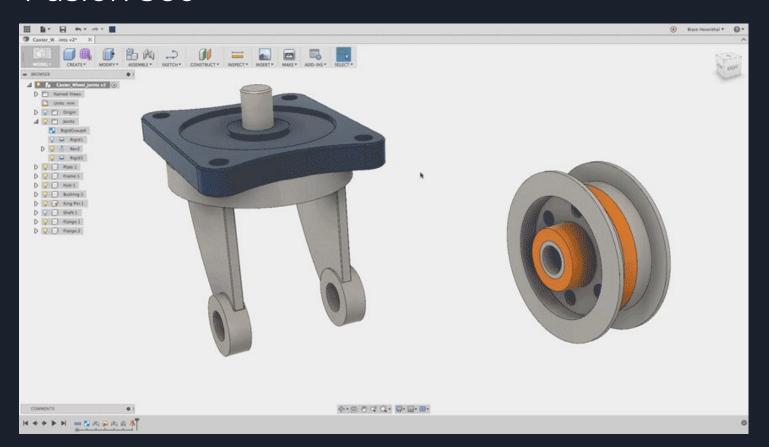


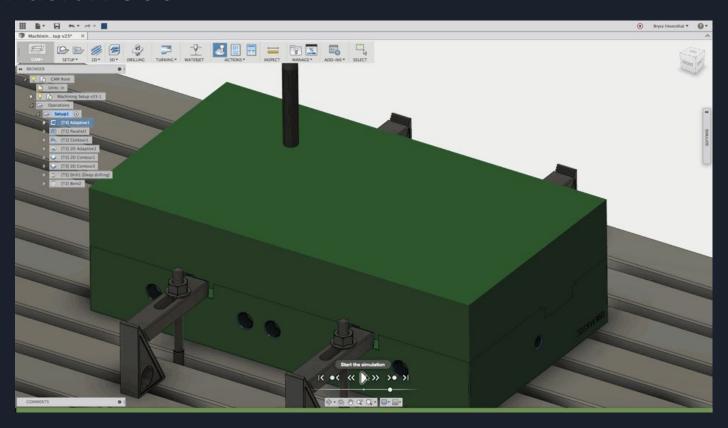
Fusion 360 - CAD+CAM

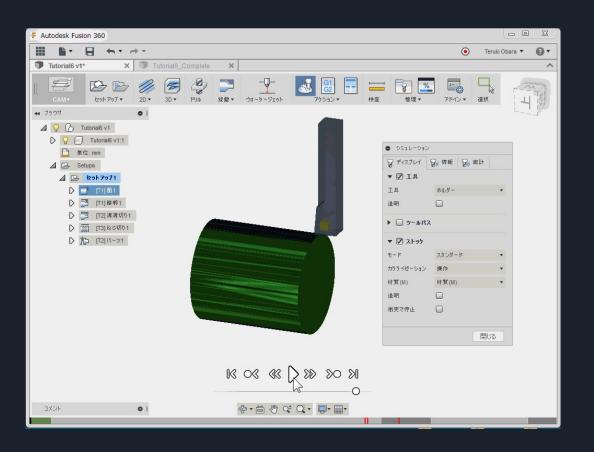


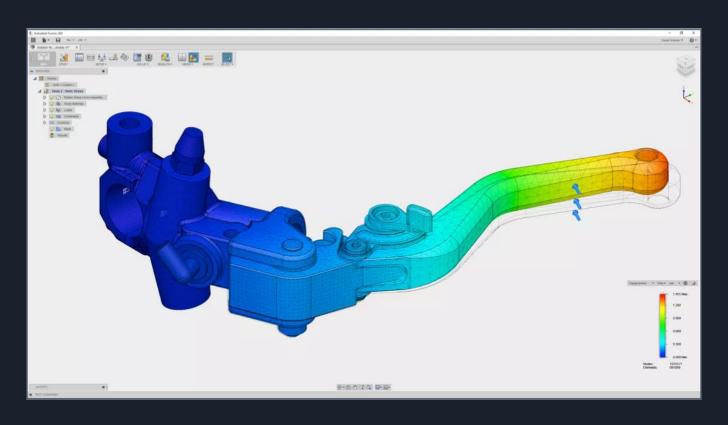




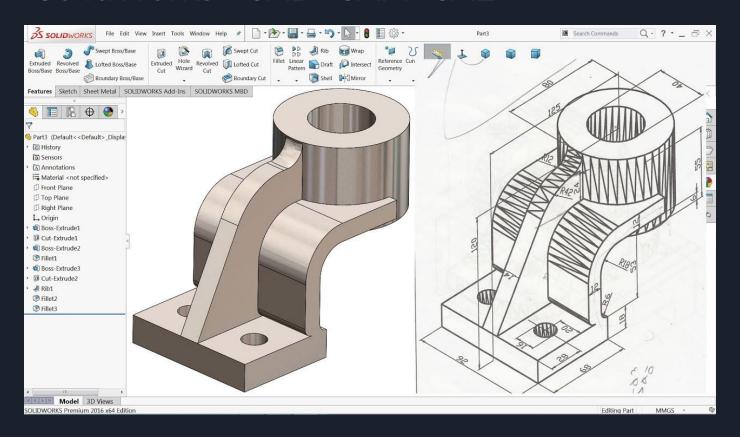


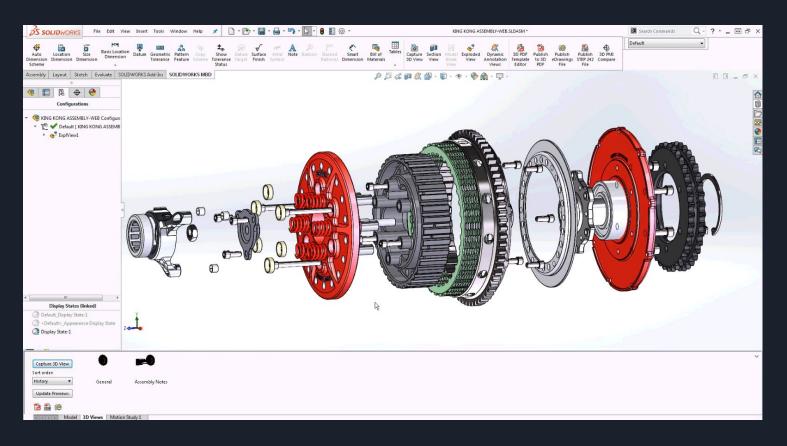


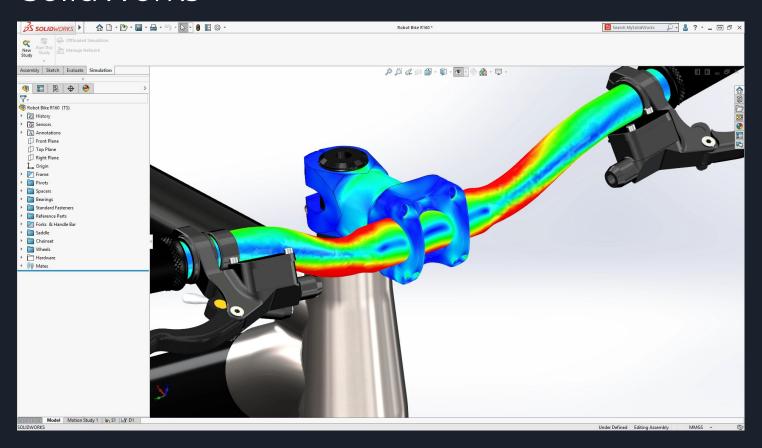


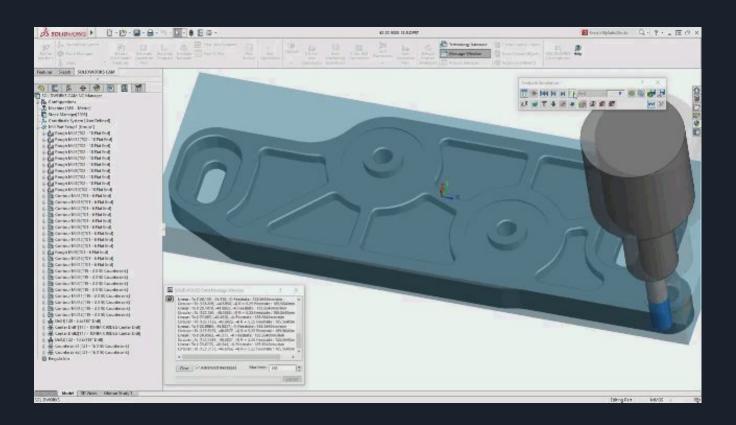


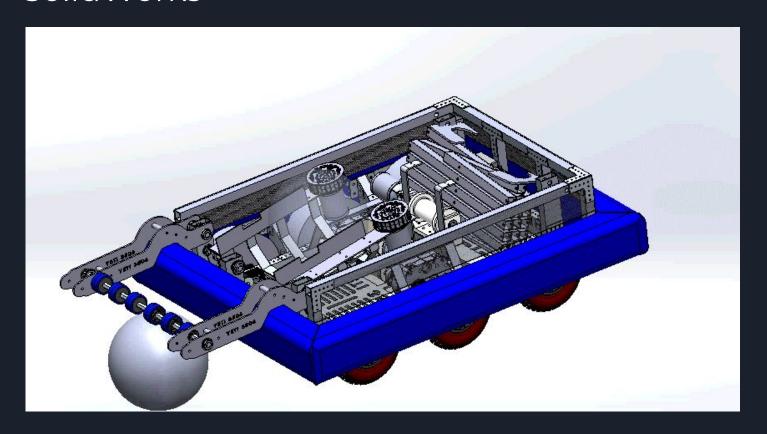
SolidWorks - CAD+CAM+CAE

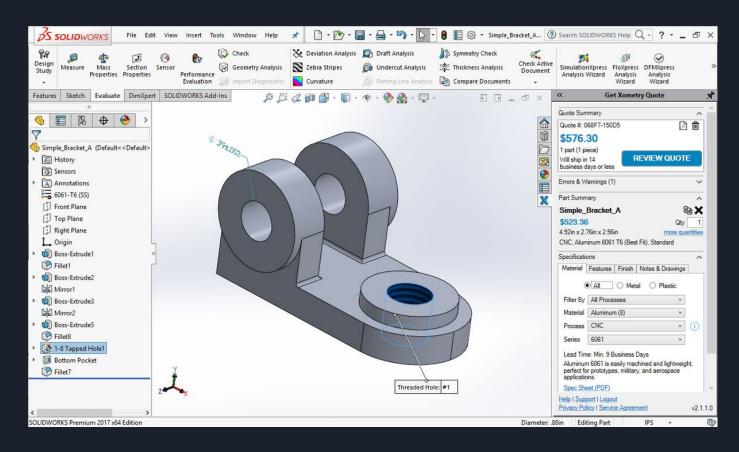


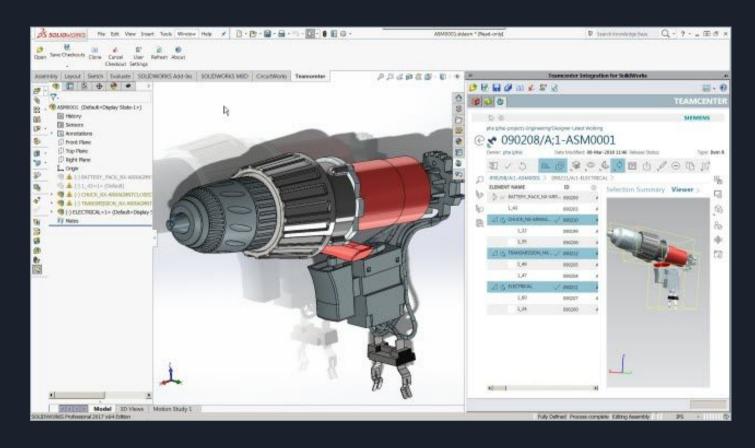






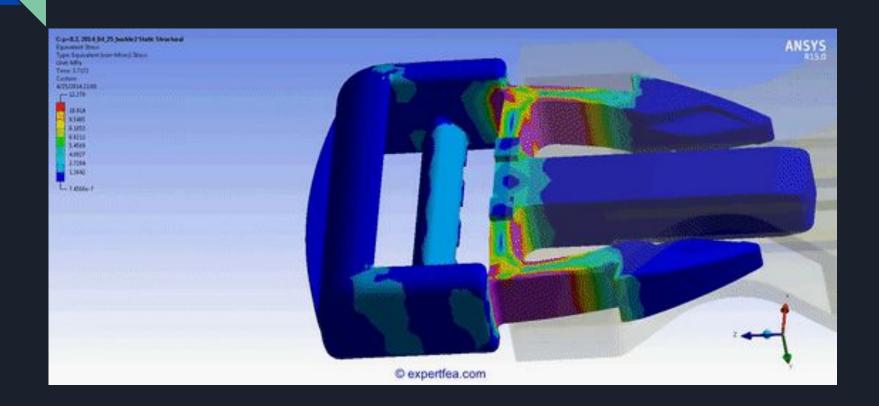




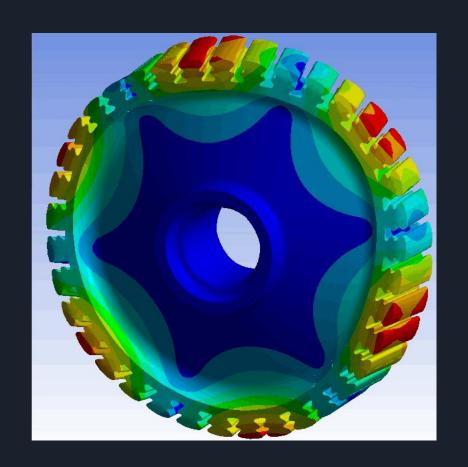


Analysis Softwares

ANSYS



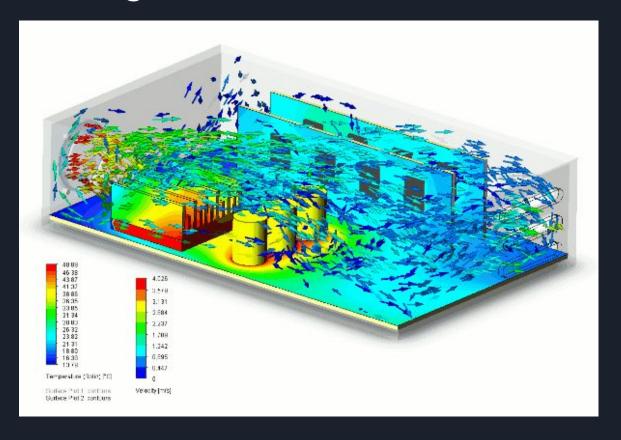
ANSYS



Mechanical APDL

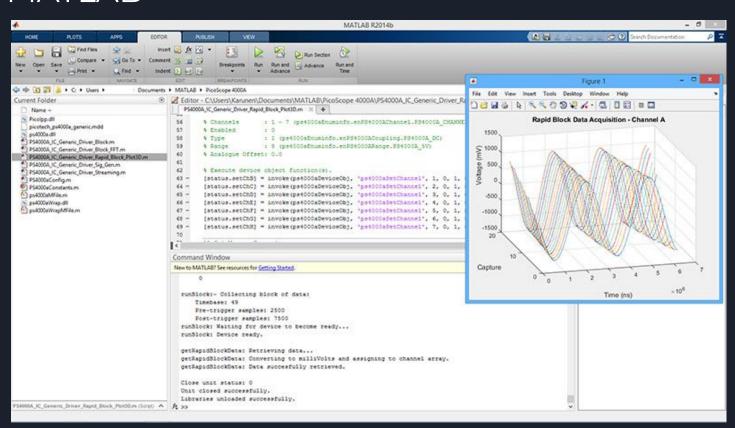


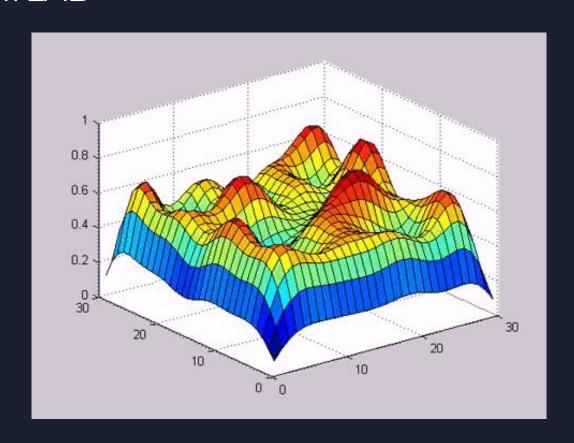
Flow Design

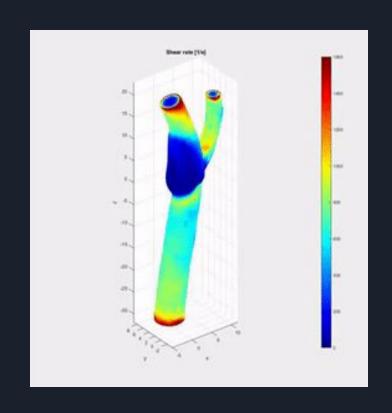


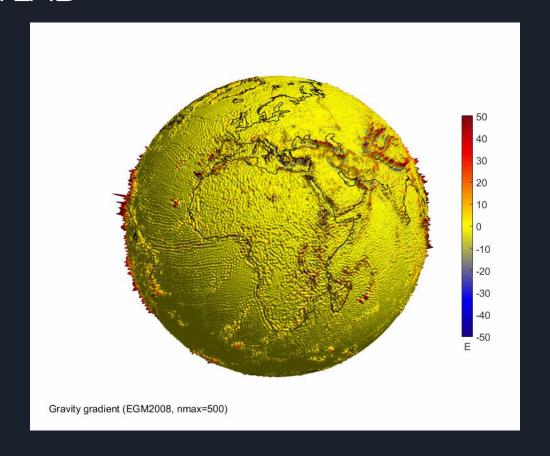
Mathematical Platforms

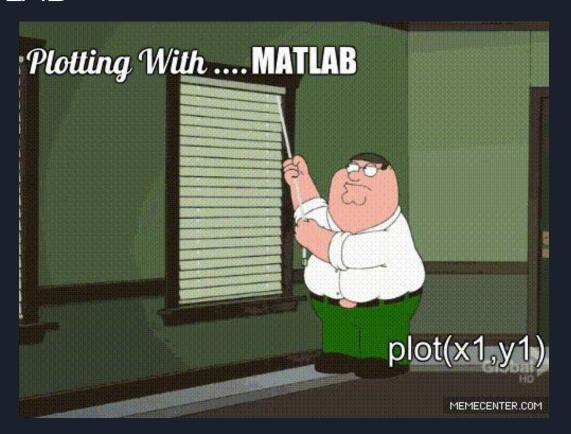
IMATLAB® SIMULINK®



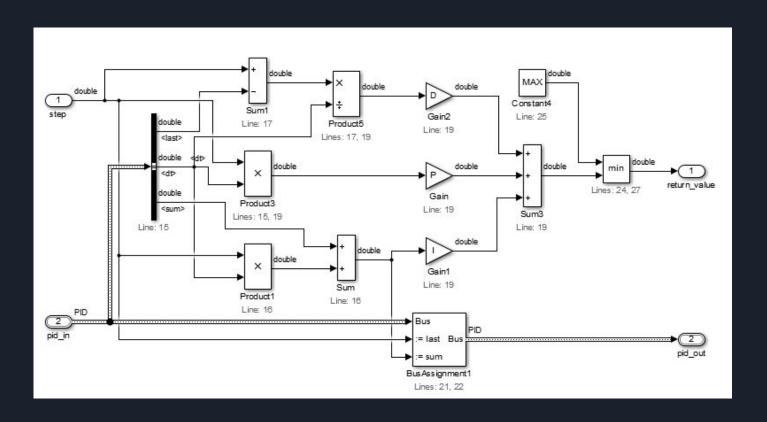




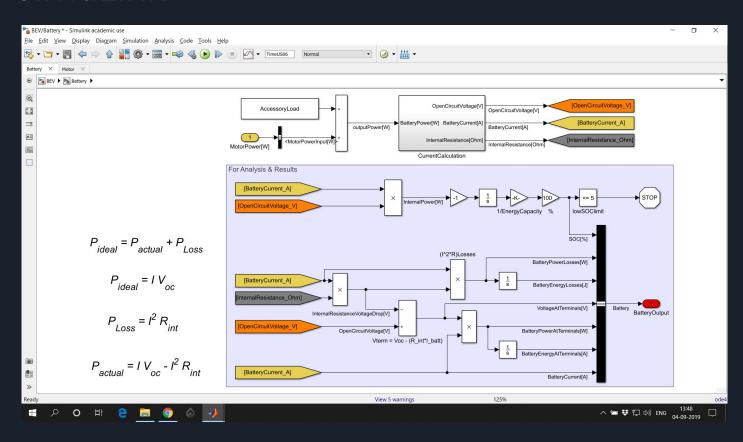




SimuLink



SimuLink



Advantages of using these softwares

- Efficient, Convenient Designing
- Flexible
- View complex assemblies
- CAM/CAE provides an extra edge
- Makes Mechanical Systems Designing cool

Thank you...

- Tejas Rane Chief Coordinator, ERC. (+91) 99208 90738

CODING: C-BASICS

Applications

- →by coding various mathematical difficulties can be solved easily
- →A large data can be sorted using coding with high accuracy which would take a lot of time to do manually.
- →graphs of the data can be plotted easily from the analysis of data which can be analyzed later.

Applications(Robotics)

- →used for programming various microcontrollers
- →used in navigation systems
- →once algorithm of a problem is made,we can test it with different inputs instead of solving each case manually

Basic format

```
#include <stdio.h>
int main() {
 /*first program in C */
 printf("Hello, World! \n");
 return 0;
```

Libraries

Syntax: #include <library>

- Char (ctype.h)
- File I/O (stdio.h)
- Math (math.h)
- Dynamic memory (stdlib.h)
- String (string.h)
- Time (time.h)

Data Types

- 2 Types:
- Integer
- Floating point

Integer type

Туре	Storage size	Value range
char	1 byte	-128 to 127 or 0 to 255
unsigned char	1 byte	0 to 255
signed char	1 byte	-128 to 127
int	2 or 4 bytes	-32,768 to 32,767 or -2,147,483,648 to 2,147,483,647
unsigned int	2 or 4 bytes	0 to 65,535 or 0 to 4,294,967,295
short	2 bytes	-32,768 to 32,767
unsigned short	2 bytes	0 to 65,535
long	8 bytes	-9223372036854775808 to 9223372036854775807
unsigned long	8 bytes	0 to 18446744073709551615

Floating point type

Туре	Storage size	Value range	Precision
float	4 byte	1.2E-38 to 3.4E+38	6 decimal places
double	8 byte	2.3E-308 to 1.7E+308	15 decimal places
long double	10 byte	3.4E-4932 to 1.1E+4932	19 decimal places

Variables

```
Syntax: type Variable_name;
Eg: int x;
int x,tp,cte_erc;
float m1;
char a,b,c;
```

How to assign values?

```
Syntax: type Variable_name=value;
Eg: int x=2;
int x=2,tp,cte_erc=6764;
float m1=7.22;
char a='a', b, c='1';
```

Arithmetic Operators

Operator	Description	Example
+	Adds two operands.	A + B = 30
_	Subtracts second operand from the first.	A - B = -10
*	Multiplies both operands.	A * B = 200
1	Divides numerator by de-numerator.	B / A = 2
%	Modulus Operator and remainder of after an integer division.	B % A = 0
++	Increment operator increases the integer value by one.	A++ = 11
	Decrement operator decreases the integer value by one.	A = 9

Print and Input data

```
#include <stdio.h>
int main() {
 int i;
 printf("Enter a value:");
 scanf("%d", &i);
 printf("\nYou entered: %d", i);
 return 0;
```

Example

```
#include <stdio.h>
int main() {
 int i,j;
 printf("Enter numbers:");
 scanf("%d %d", &i,&j);
 printf( "\nthe sum is : %d", i+j);
 return 0;
```

Format specifiers

%d Integer Format Specifier %f Float Format Specifier %c Character Format Specifier %s String Format Specifier %u Unsigned Integer Format Specifier %ld Long Int Format Specifier	Format Specifier	Description
%c Character Format Specifier %s String Format Specifier %u Unsigned Integer Format Specifier	%d	Integer Format Specifier
%s String Format Specifier %u Unsigned Integer Format Specifier	%f	Float Format Specifier
%u Unsigned Integer Format Specifier	%с	Character Format Specifier
	%s	String Format Specifier
%Id Long Int Format Specifier	%u	Unsigned Integer Format Specifier
	%ld	Long Int Format Specifier

Boolean Variable

```
Syntax : bool variable_name;
Eg: bool s = True
Bool var;
```

Relational Operators

Operator	Description	Example
==	Checks if the values of two operands are equal or not. If yes, then the condition becomes true.	(A == B) is not true.
!=	Checks if the values of two operands are equal or not. If the values are not equal, then the condition becomes true.	(A != B) is true.
>	Checks if the value of left operand is greater than the value of right operand. If yes, then the condition becomes true.	(A > B) is not true.
<	Checks if the value of left operand is less than the value of right operand. If yes, then the condition becomes true.	(A < B) is true.
>=	Checks if the value of left operand is greater than or equal to the value of right operand. If yes, then the condition becomes true.	$(A \ge B)$ is not true.
<=	Checks if the value of left operand is less than or equal to the value of right operand. If yes, then the condition becomes true.	(A <= B) is true.

If ,if else

```
#include <stdio.h>
int main () {
 /* local variable definition */
 int a = 10;
 /* check the boolean condition using if statement */
 if(a < 20){
  /* if condition is true then print the following */
  printf("a is less than 20\n");
 printf("value of a is: %d\n", a);
 return 0;
```