Design Project 1: Group 3

Group Members

- Nathan Karasch
- Yiqiu Chen
- Josh McPherson
- Ben Steele
- Michael Boysen

Group Norms (Ranked in order of weight of importance, with 1 being most important and 6 being least important)

- 1) Complete your share of the work.
- 2) Show up to meetings.
- 3) Respond to texts and emails promptly.
- 4) A majority vote will apply to split decisions.
- 5) We will meet in Parks Library near the main stairwell and move to a study room once everyone is present.
- 6) Snacks during meetings are a must.

Three Options from Brainstorming Session

- Cocktail Maker
- Laundry Folder
- Rotating Water Massage Shower Head

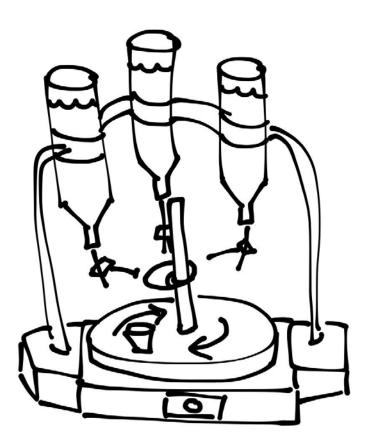
Which Option We Chose and Why

We have chosen the Cocktail Maker for several reasons. First, this option was the least complicated: the shower head and laundry folder would require far more calculations and design than would be possible for the project. Furthermore, the other options were far more complicated for the task they were to perform: it would be easier to do the task yourself. Lastly, the Cocktail Maker caught the interest of the entire group generating excitement and motivation for the project.

Function Tree



Diagram



Cup Reception / Return

For the cup reception/return the plate should have one to three cup holders which can stabilize the cup(s) from sliding around due to the stirring motion. The cup begins in front of the user and ends in front of the user. Care should be taken not to have anything splash during delivery of the fluids or movement of the cup.

Fluid Delivery

In terms of delivering the fluid to the cup, we are all in agreement that a cam will determine the timing of a valve that will open and close and decide when the ingredients are flowing and not flowing respectively. What we haven't quite decided on yet is whether we want the follower to push into place a cap that will cover the valve and turn off the flow of the fluids, or if the follower will simply open/close a flexible "pinch" valve, controlling the flow of liquid.

Stirring of Fluids

We have tossed around several ideas on how to mix the ingredients a little better once we actually get them in the cup. Some of the ideas include: a) putting a cover on the cup and shaking it up and down; b) having a stirring stick enter down into the cup and rotate in small circles; c) vibrating the cup; and d) gently moving the cup up and down. We haven't set anything in stone, but we were leaning towards a gentle up and down motion because of its low level of complexity, and its small capacity for failure (it isn't very likely to result in a mess from the spilling of liquids or tipping of a glass).

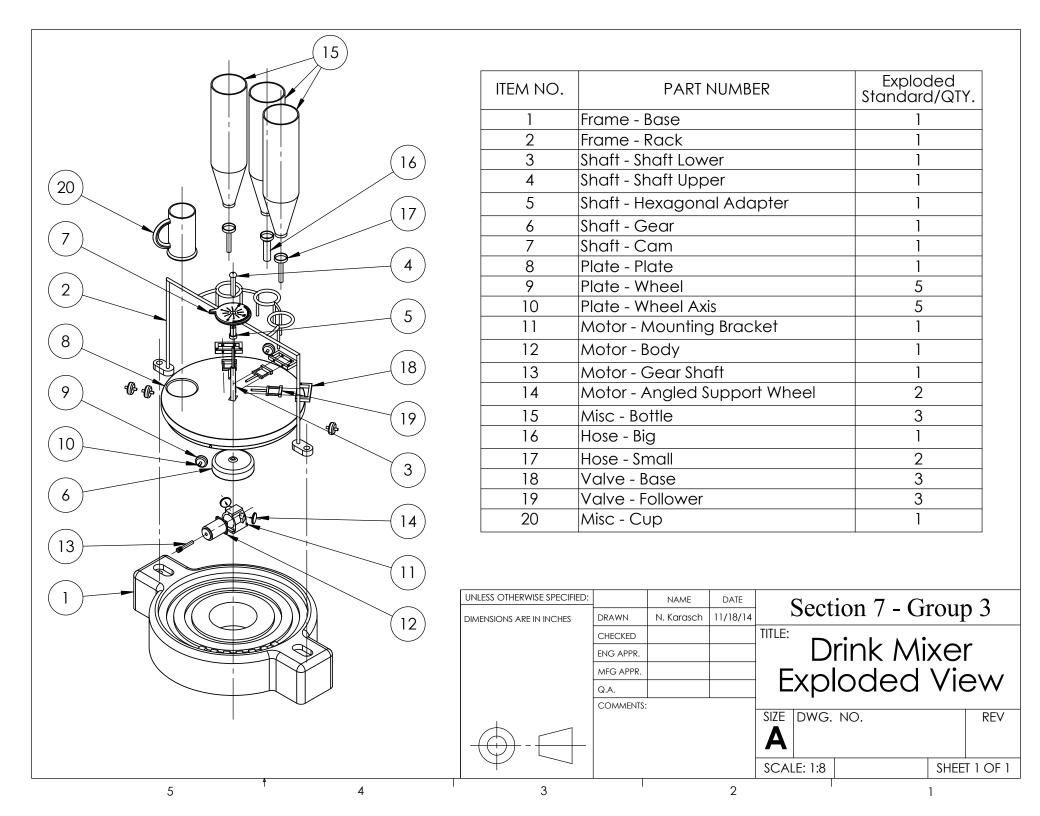
Additional Information

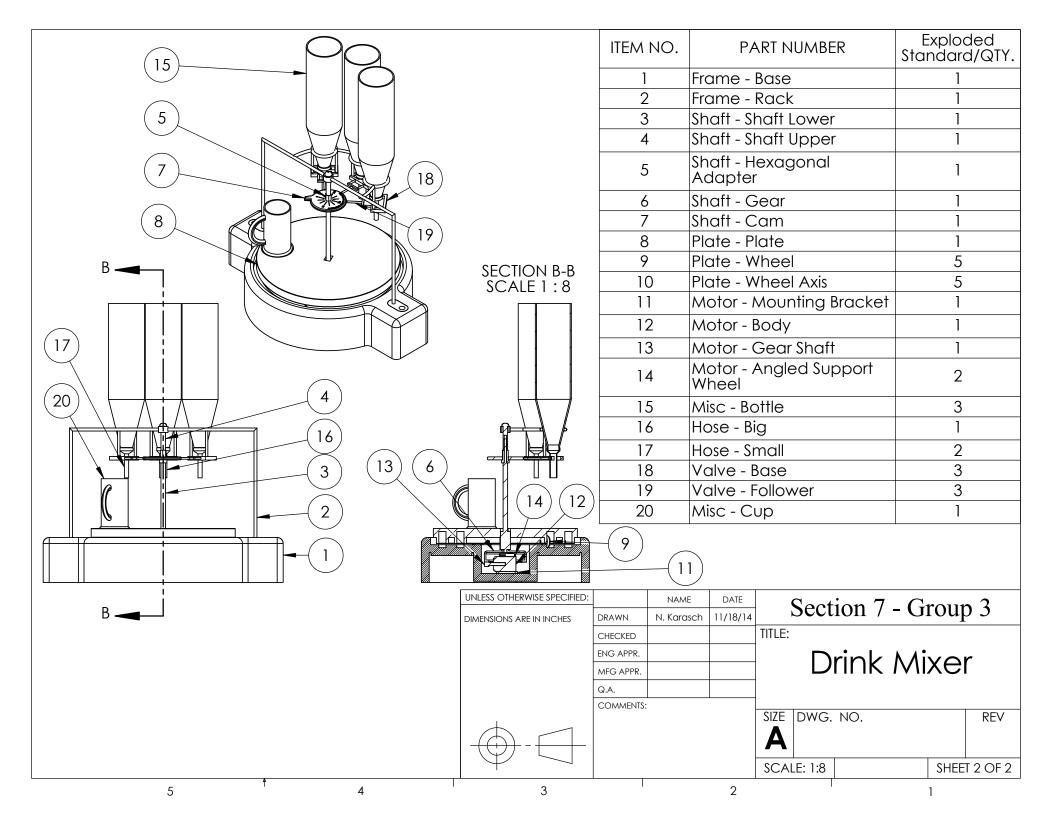
Some of the design constraints include the proper amount of fluid to be released for each bottle, the volume for each bottle, material choice (since we're dealing with consumables), the amount of stirring motion, and the ability to accurately open the valves to get the fluid into the cup without making a mess.

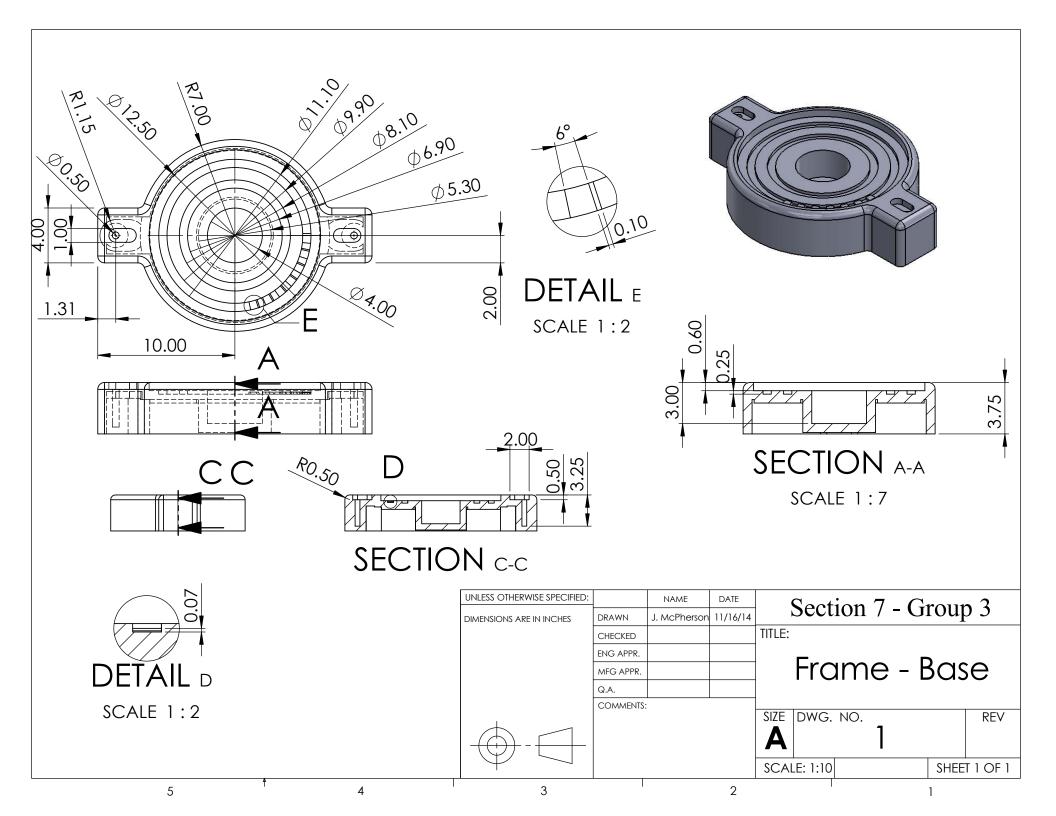
The cam would be located on the shaft coming out of the top of the plate. The dwell time would correspond to the amount of time each valve is opened to allow fluid to flow into the cup. When the drink passes under its corresponding valve, the cam will be at the point where it opens up the valve to release the fluid. Since the cam rotates with the plate, the motion would only need to repeat once; upon one revolution, the cup is returned to its starting position in front of the user.

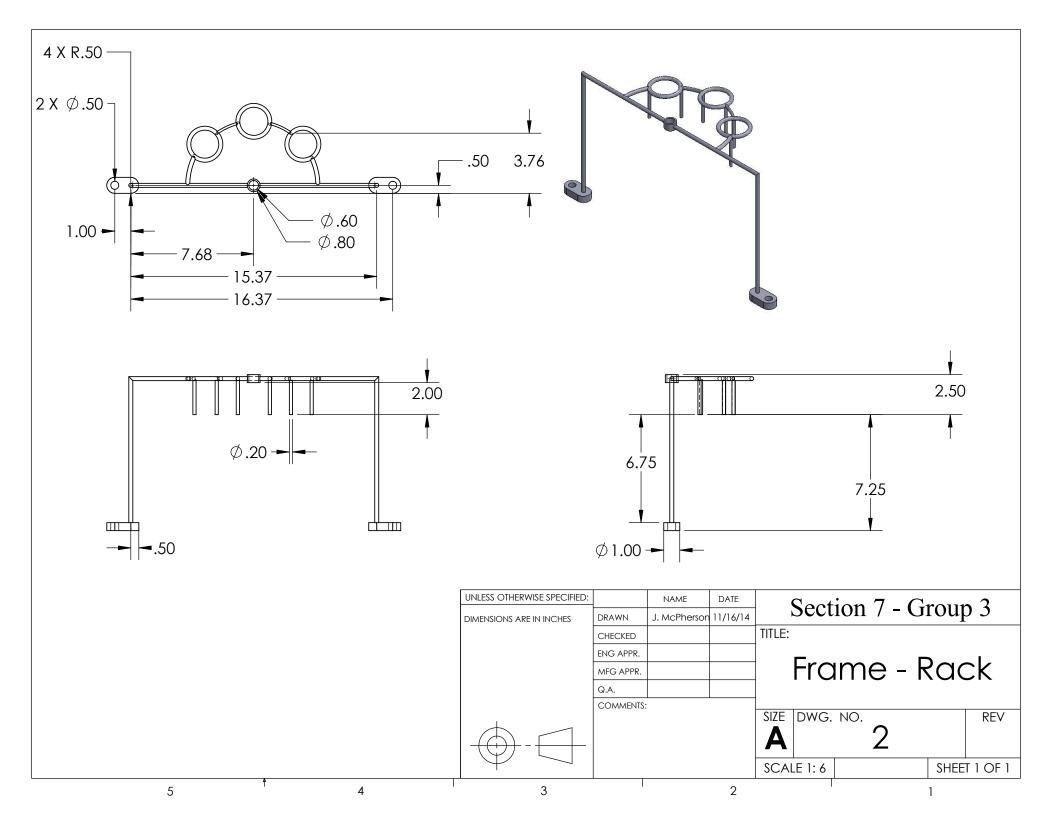
The follower would only need to displace ½ to 1 inches to open the valve that controls the flow of the liquid into the cup.

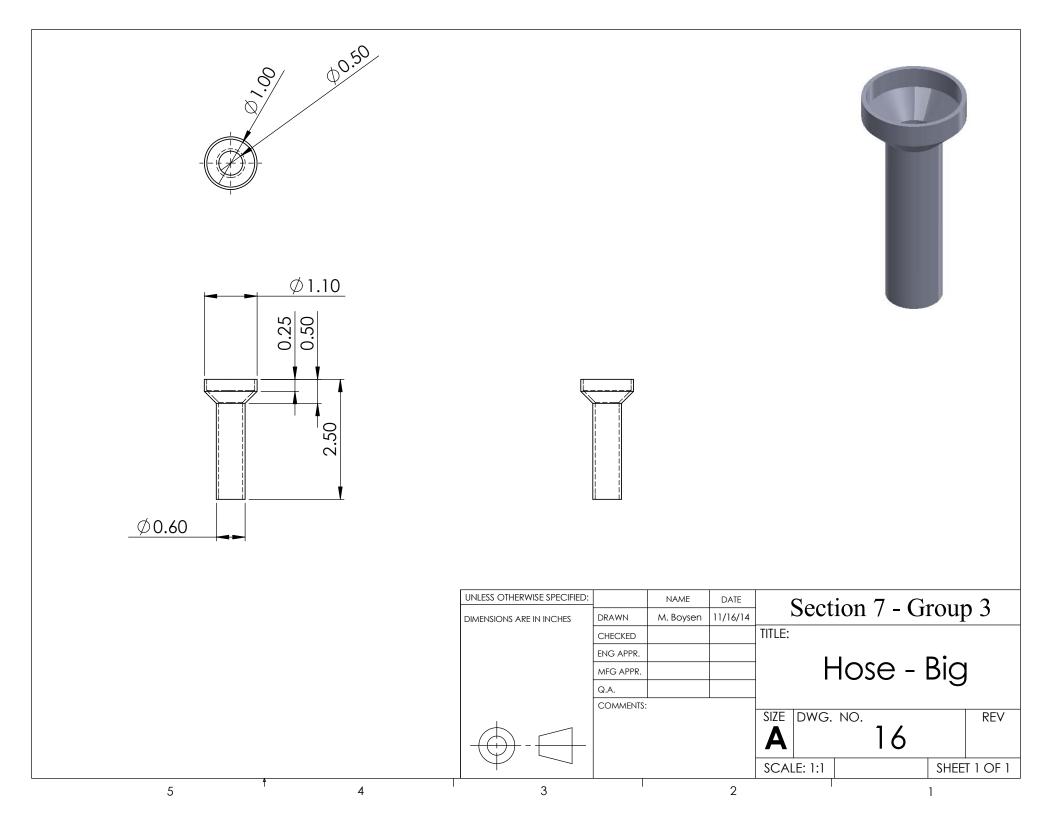
This model would require 10-15 parts: (1) revolving disk, (1) shaft, (1) cam, (3) tubes, (1) bottle (used three times), (1) valve (used three times), (1) follower (used three times), and (1) frame assembly. The cup would also be modeled for demonstration purposes even though it's not part of the system, and a simple motor model would also be created without any details to show how it connects to the plate and shaft. Additionally, the stir mechanism may require a small number of parts, but it may also be built into the design of the plate or frame assembly.

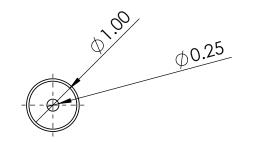




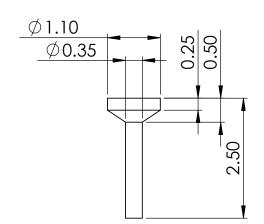


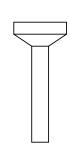




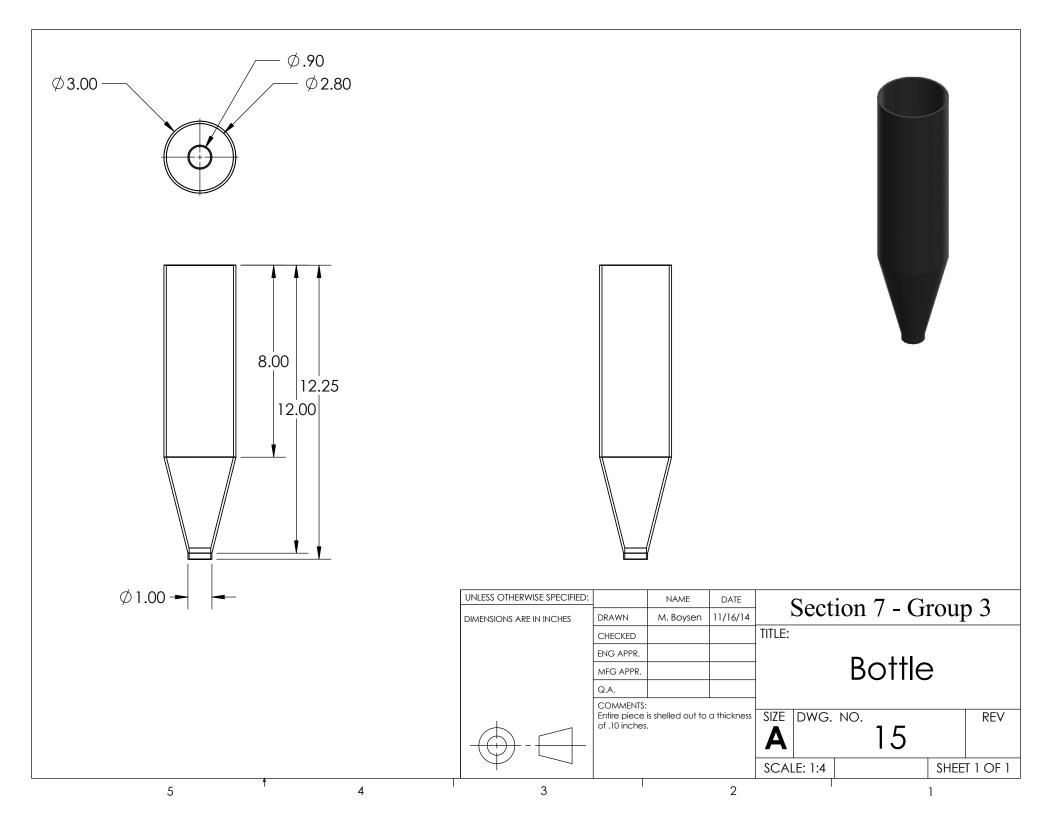


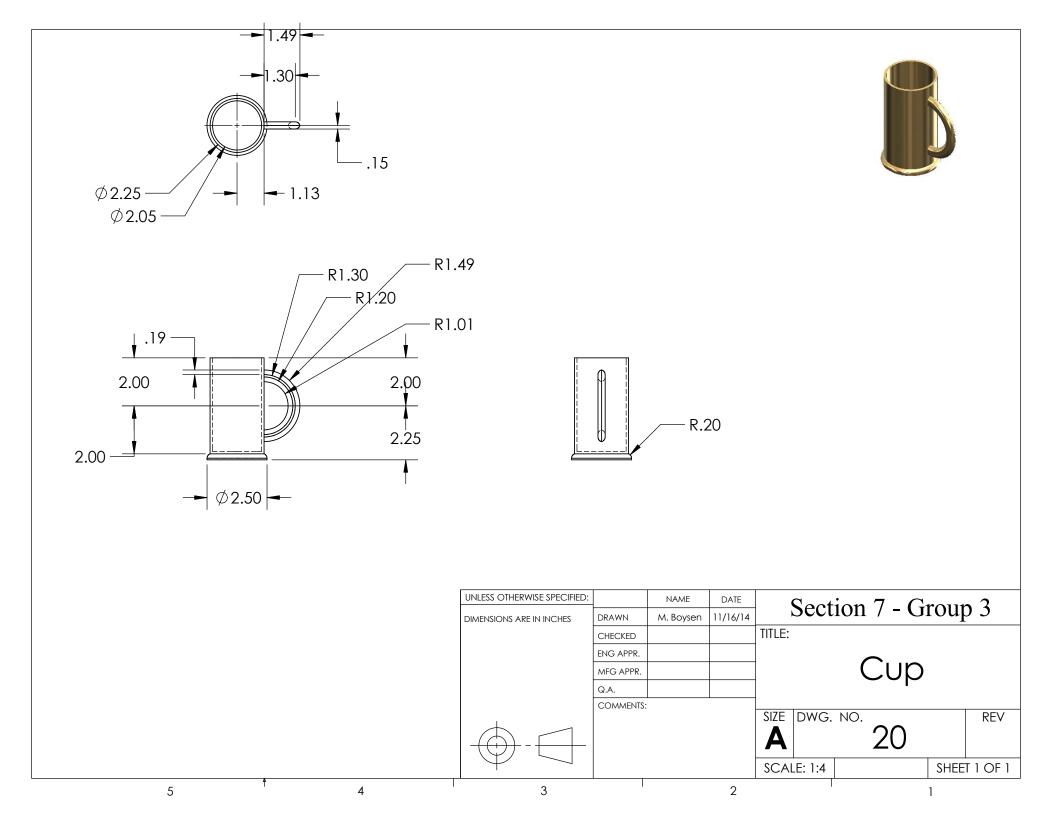


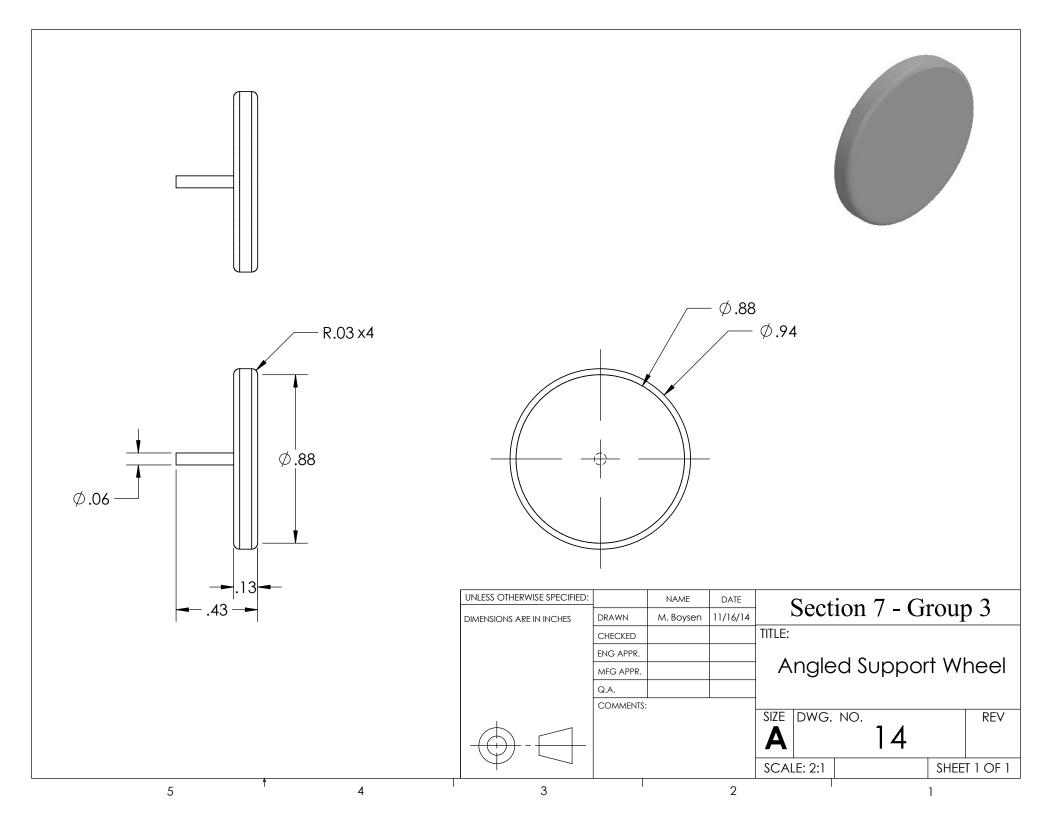


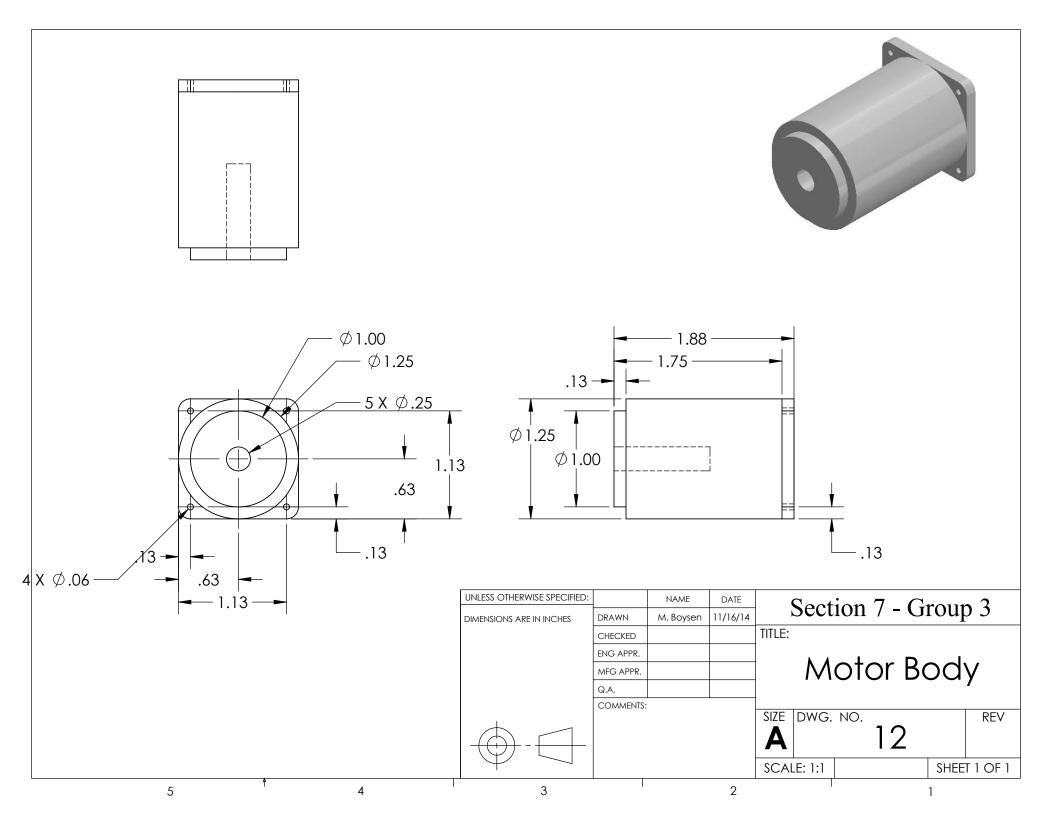


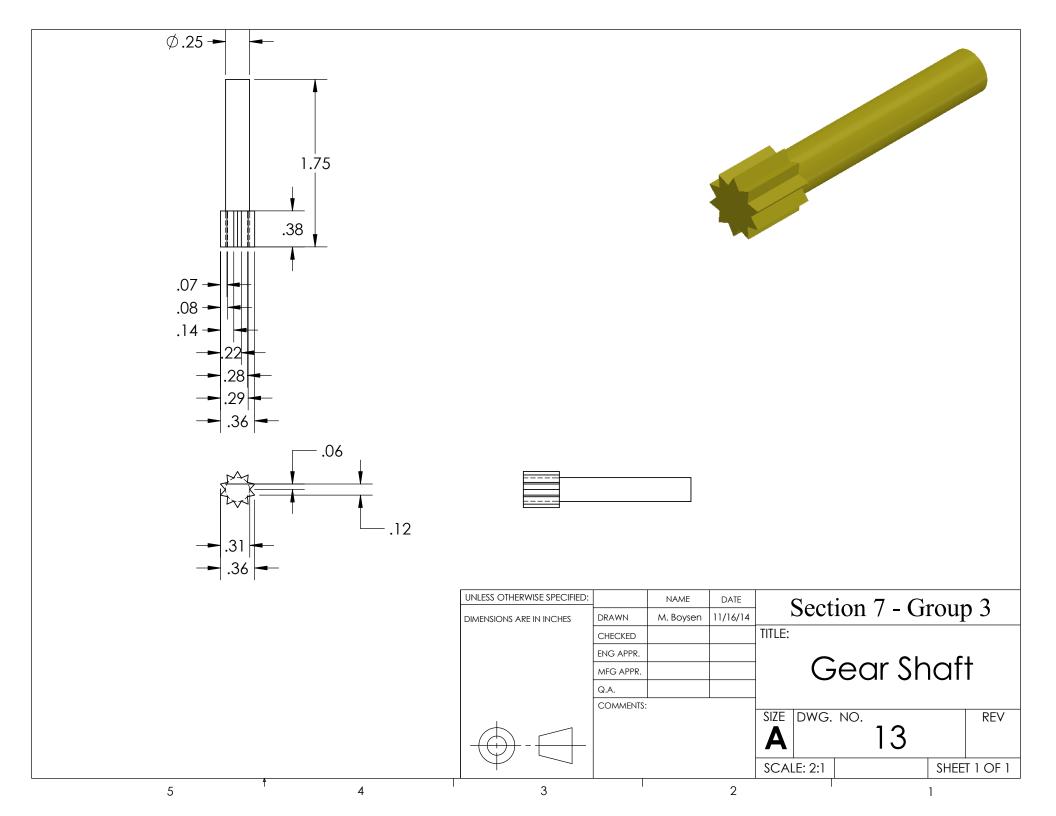
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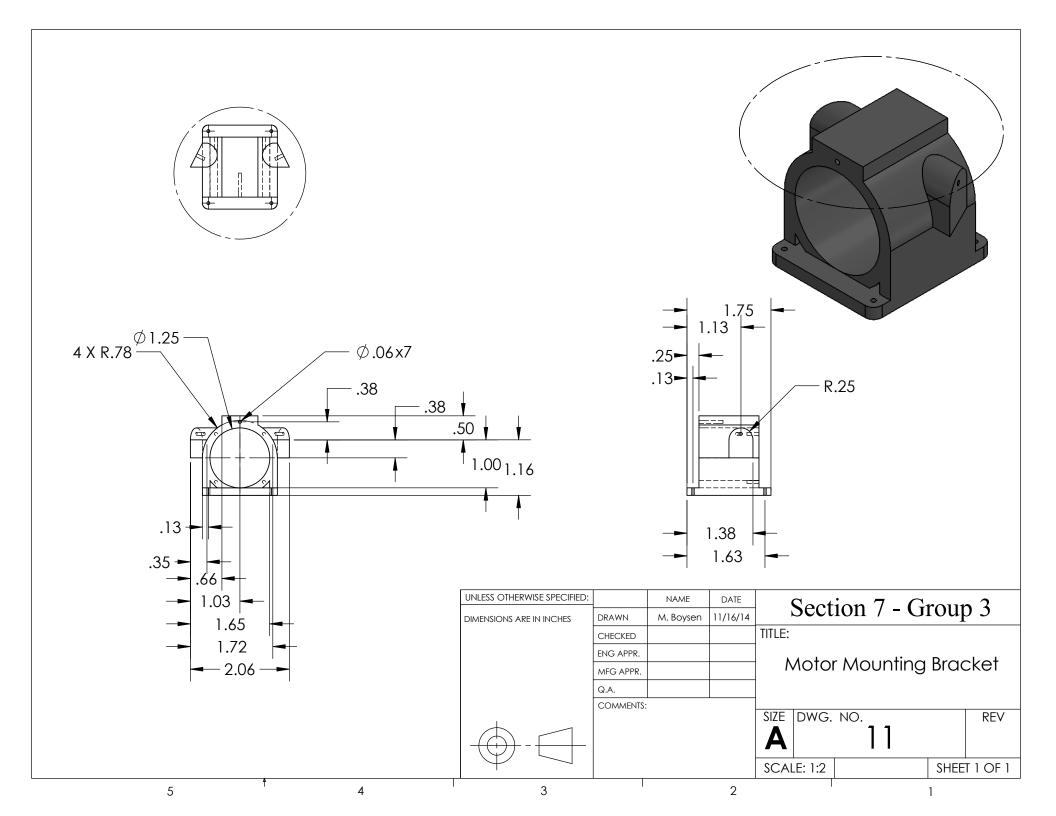


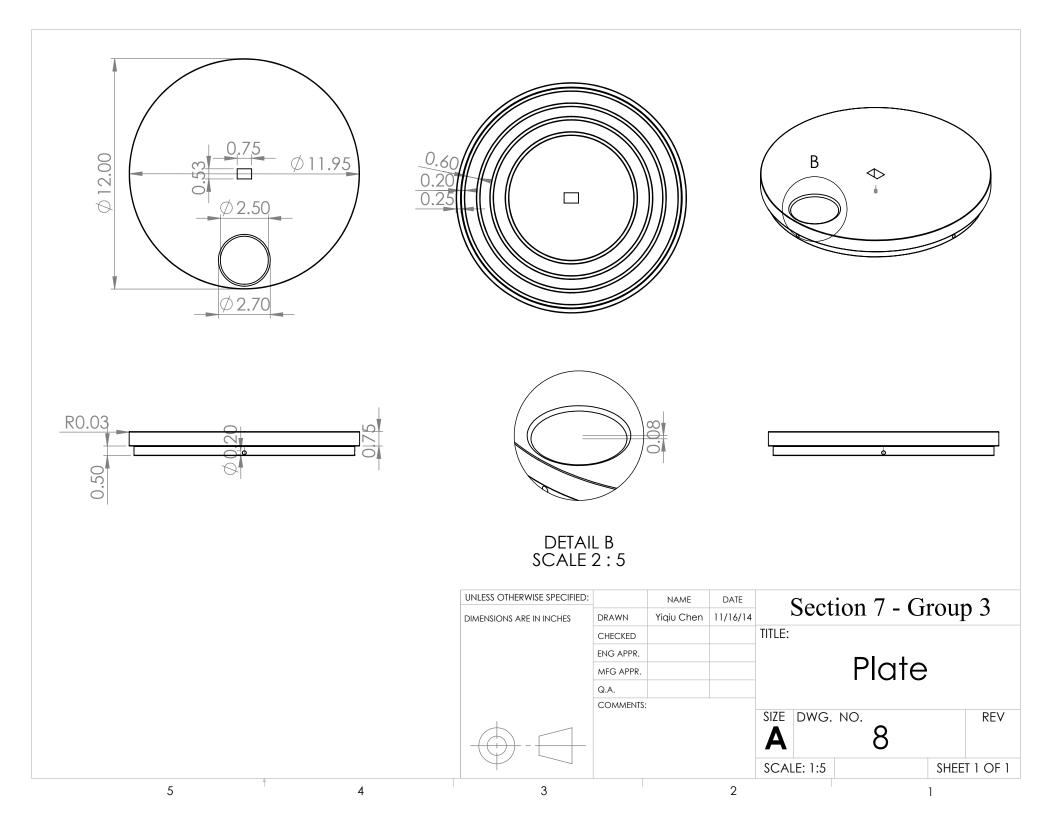


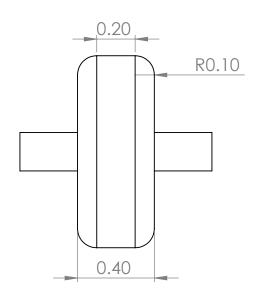


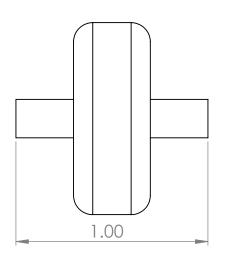


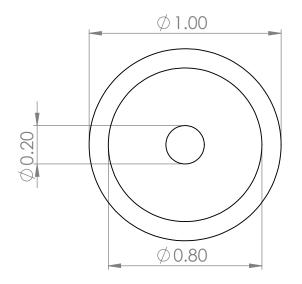


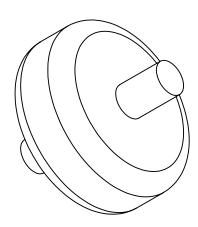




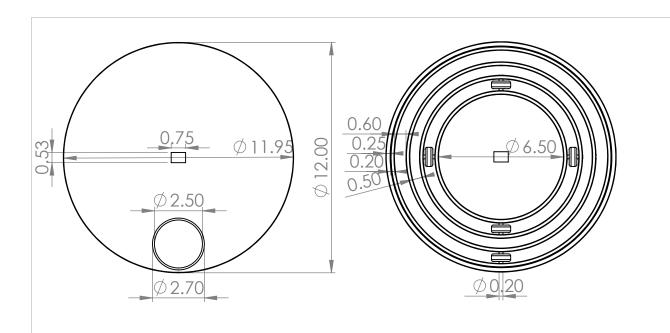


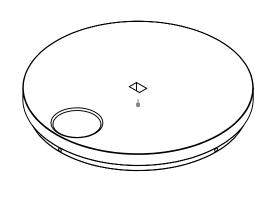


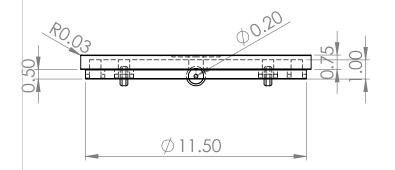


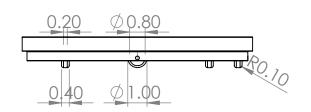


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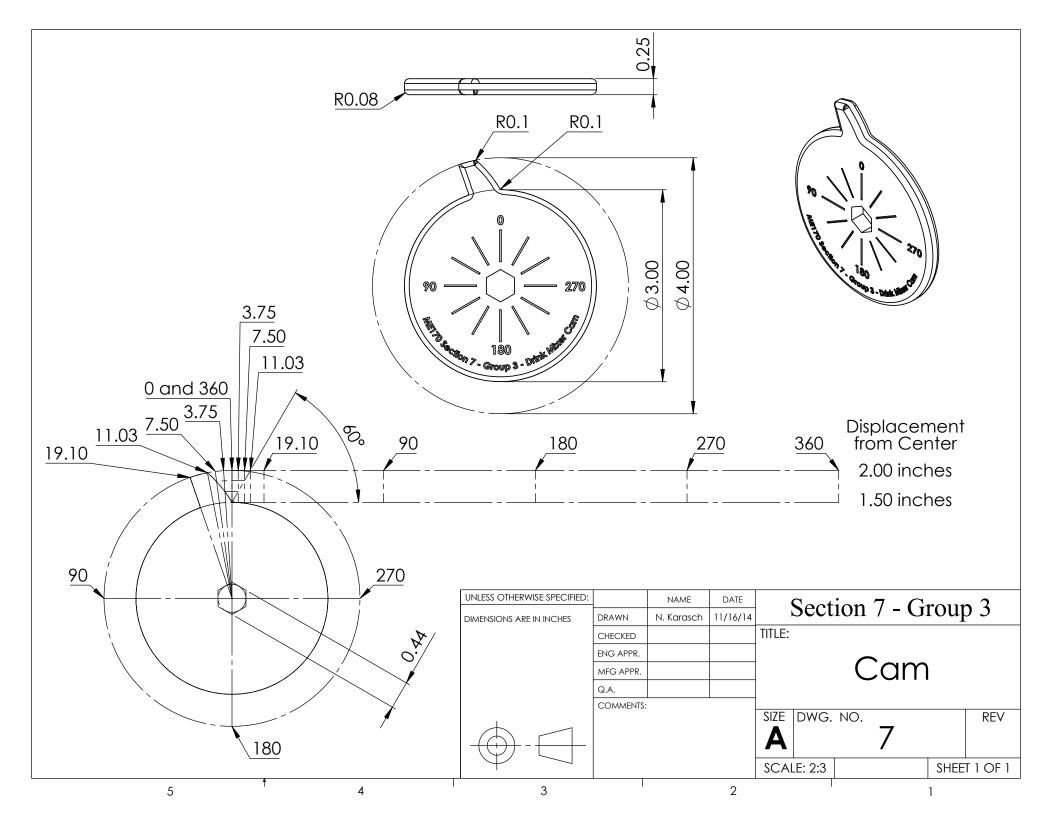


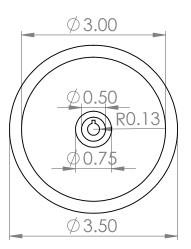


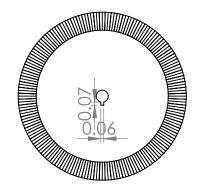


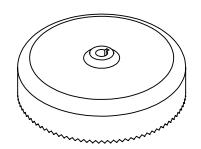


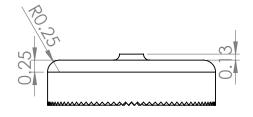
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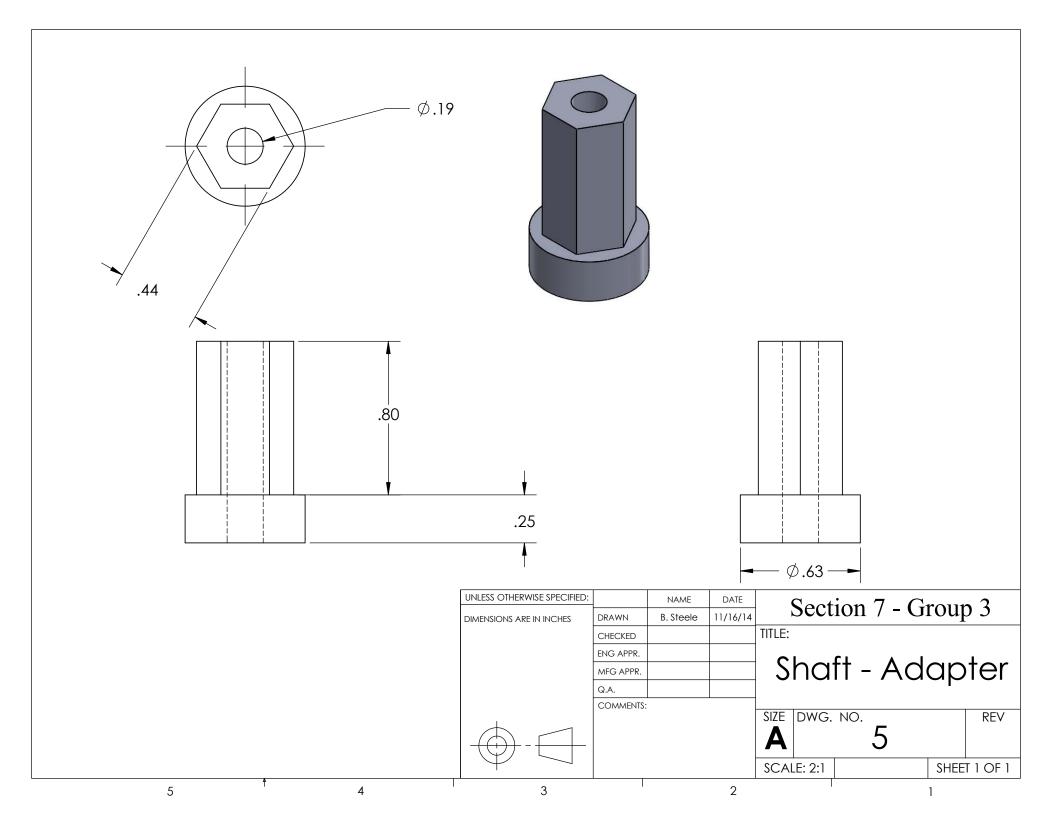


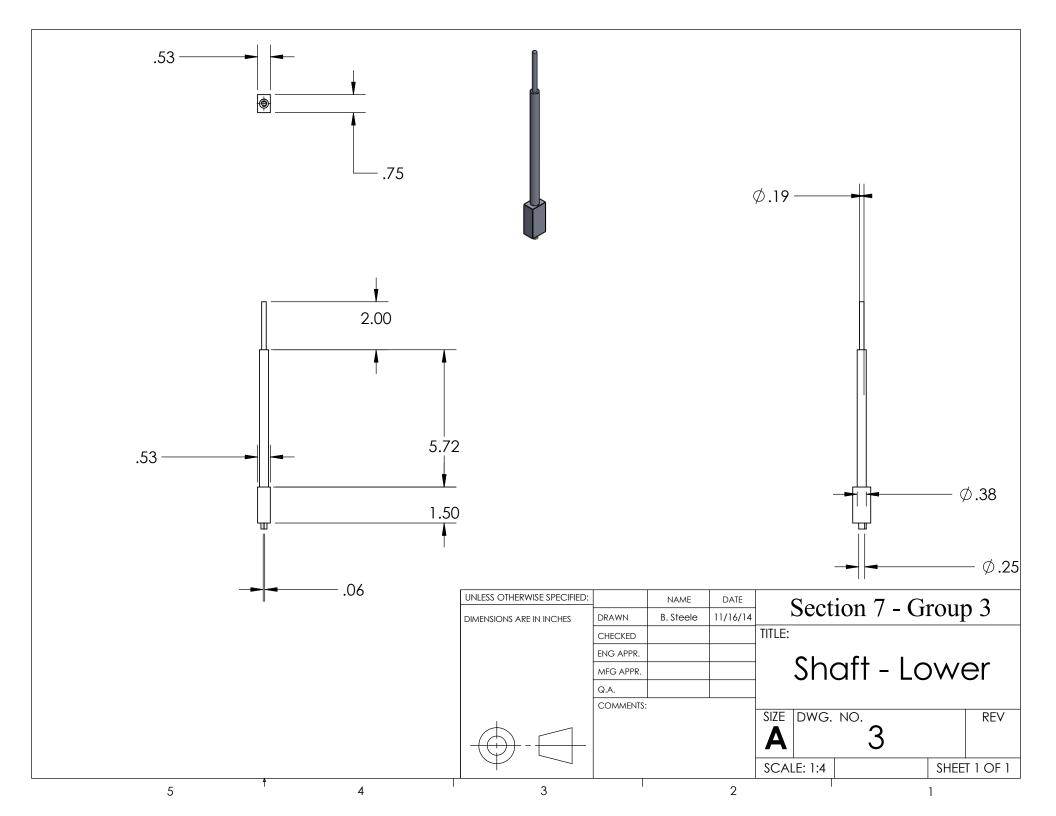


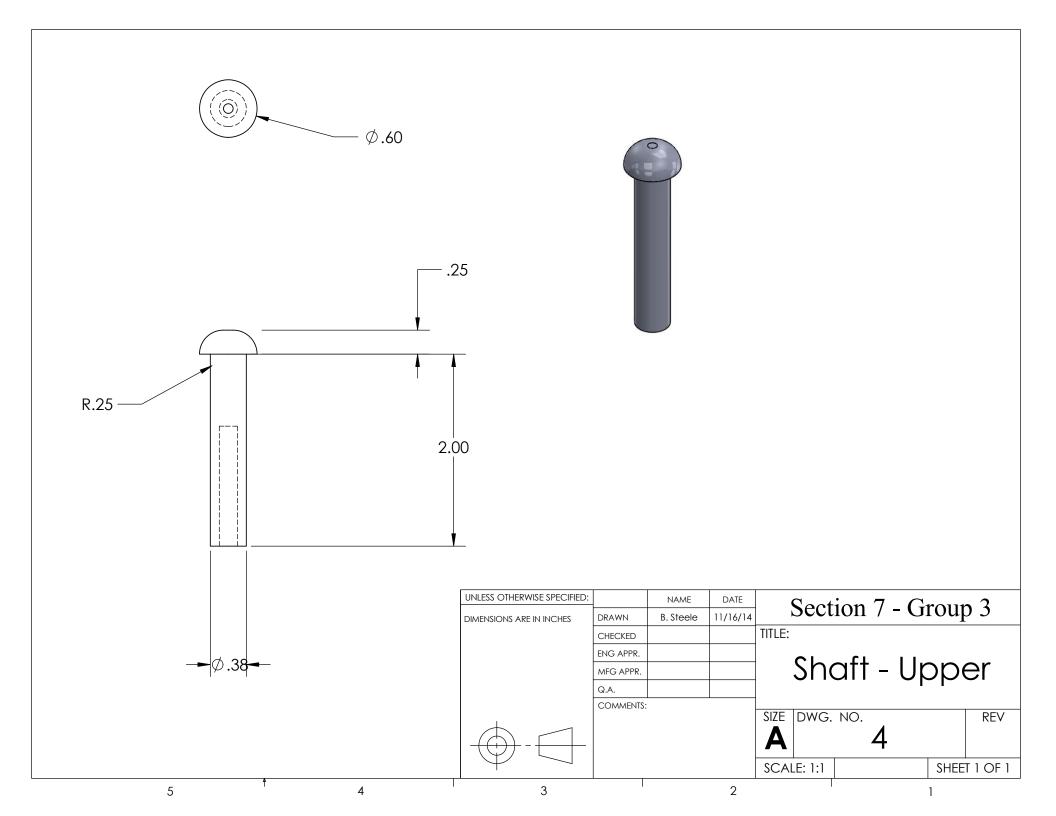


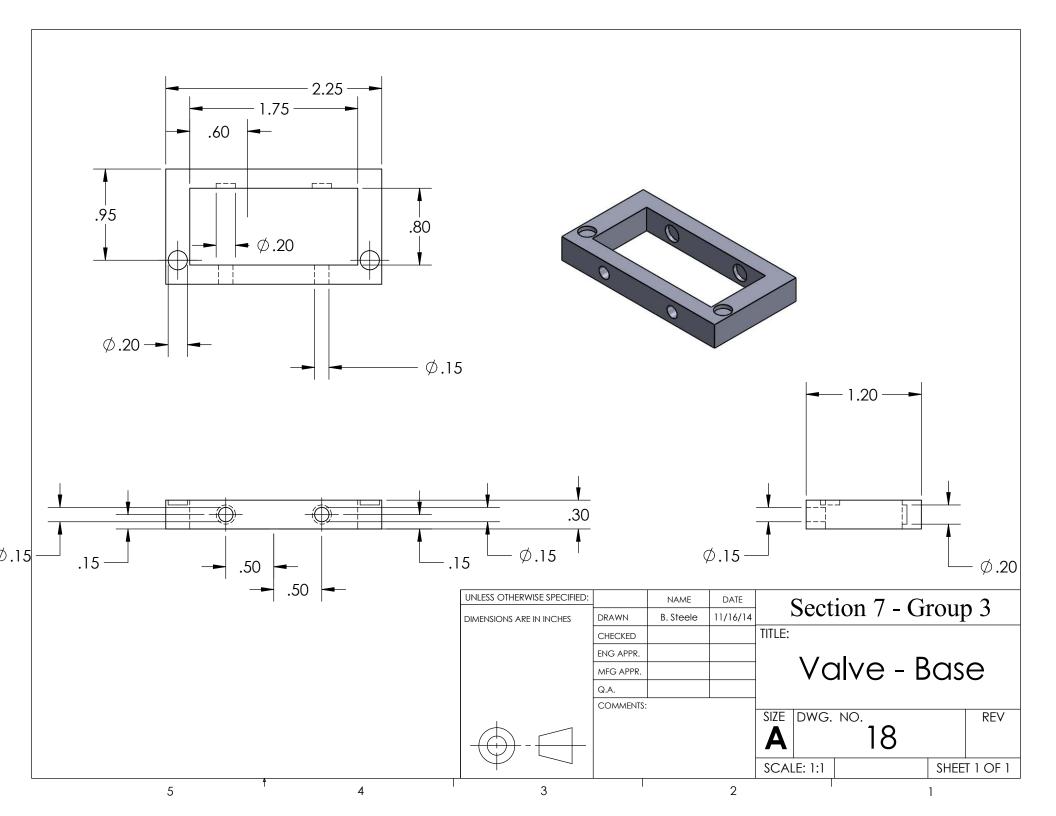


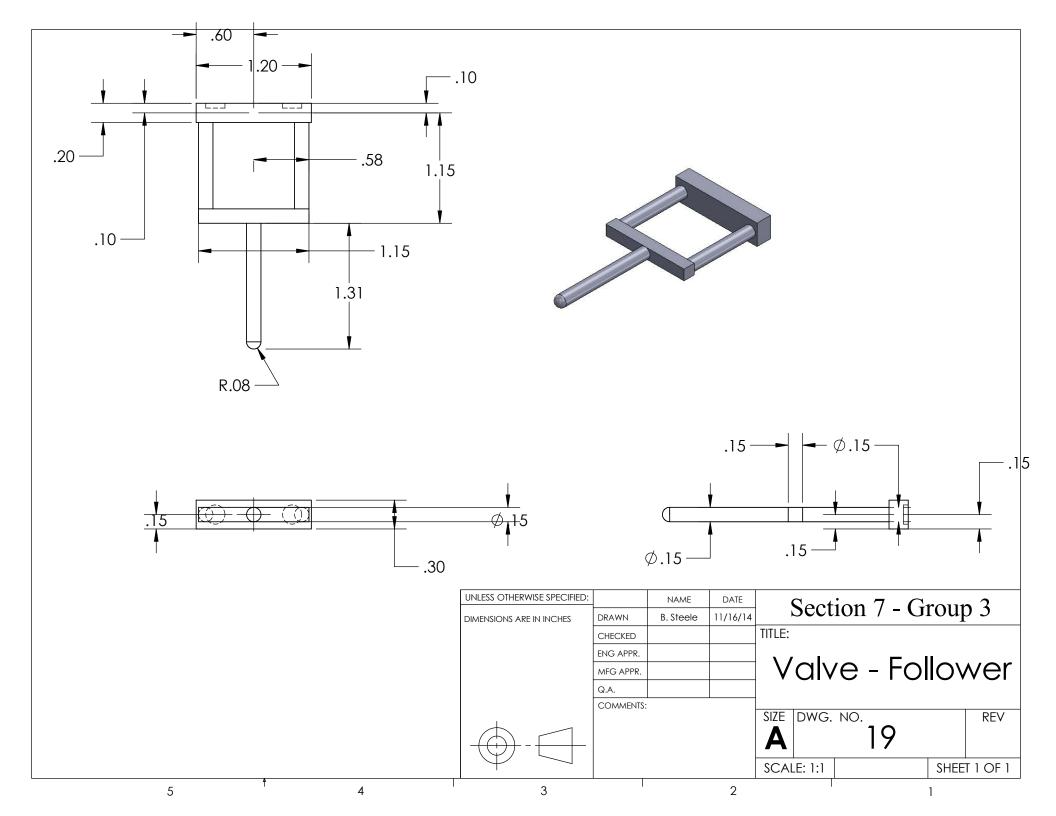
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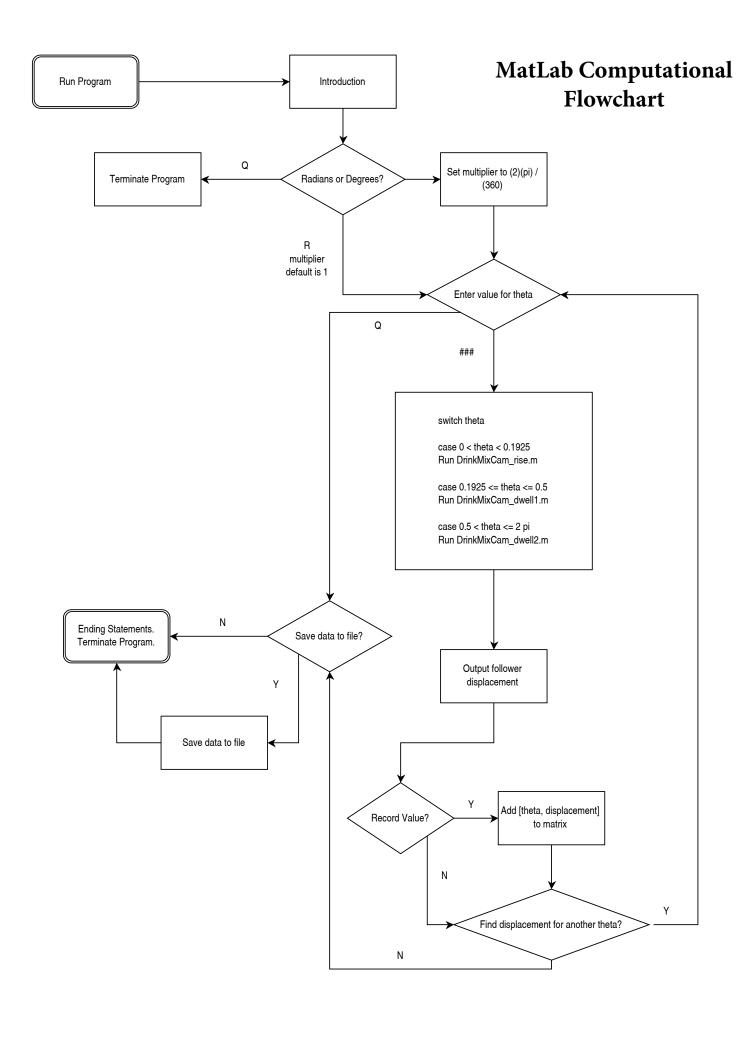












Matlab Mathematical Modeling Program

DrinkMixCam_main.m

```
%% DRINK MIX CAM MATHEMATICAL MODELING PROGRAM
% ME 170, Section 7, Group 3
% This program takes the input theta of the rotational position of the cam
% and outputs the follower displacement at that position. A graph shows the
% cam profile with the specified theta position plotted along the graph. It
% also outputs the results as text and has the option of recording all
% points to a .dat file for use in other applications.
%% IMPORTANT NOTE:
% This script requires the following functions:
    DrinkMixCam rise.m
     DrinkMixCam dwell1.m
    DrinkMixCam dwell2.m
%% Initialized Variables
myData = [0, 0];
riseEndPoint = 0.5 / (tan(pi/3) * 1.5);
    % Cam angle for riseEndPoint is equal to the max
    % follower displacement [0.5] divided by the
    % quantity tan(angle of rise) [tan(pi/3)] times
    % the radius [1.5] of the cam at displacement = 0
dwellOneEndPoint = 1/3;
graphX = zeros([0,251]);
graphY = zeros([0,251]);
graphTheta = zeros([0,251]);
firstPlot = 0;
runningIndex = 0;
Name = \{'1'; '2'; '3'\};
Theta = [0;0;0];
Abscissa = [0;0;0];
Displacement = [0;0;0];
calcX = 0;
calcY = 0;
%% Introductory Text
fprintf('\n\n*********** Drink Mixer Cam Modeling *********\n\n');
                  ME 170, Section 7, Group 3\n');
fprintf('
%% Question - Radians or Degrees?
inputLoop = 1;
while inputLoop ~= 0
    inputMethod = input('\nDo you want: (R) adians, (D) egrees, or (Q) uit?
    switch inputMethod
```

```
case {'R', 'r', 'radians', 'Radians', 'RADIANS'} % Theta will be
in radians.
            multiplier = 1;
            unitsShort = 'rad';
            inputLoop = 0;
        case {'D', 'd', 'degrees', 'Degrees', 'DEGREES'}  % Theta will be
in degrees.
            multiplier = pi/180;
            unitsShort = 'deg';
            inputLoop = 0;
        case {'Q', 'q', 'quit', 'Quit', 'QUIT'}
                                                            % Run
DMCQuitProgram script.
            fprintf('\nProgram Terminated.\n\n');
            return;
        otherwise
                                    % Invalid response.
            if inputLoop < 4</pre>
                inputLoop = inputLoop + 1;
                fprintf('Invalid Response\n');
            else
                fprintf('Program Terminated: Too many invalid
responses.\n\n');
                return;
            end
    end
end
%% RUN LOOP OPEN
runLoopRunning = 1;
while runLoopRunning == 1
%% Question - Value for Theta?
inputLoop = 1;
while inputLoop ~= 0
    initThetaValue = input('\nEnter the value for Theta: ');
    if isempty(initThetaValue) == 0
        inputLoop = 0;
    else
        fprintf('Invalid Response\n');
        inputLoop = inputLoop + 1;
    end
    if inputLoop == 4
        fprintf('Program Terminated: Too many invalid responses.\n\n');
        return;
    end
end
if multiplier == 1
    % Bound: 0 <= thetaValue < 2pi
    if initThetaValue >= 2*pi
        thetaValue = rem(initThetaValue, 2*pi);
        fprintf('\n***** Value bounded: %.3f radians equals %.3f radians.
****\n\n',initThetaValue,thetaValue);
    elseif initThetaValue < 0</pre>
        thetaValue = 2*pi + rem(initThetaValue, 2*pi);
        fprintf('\n***** Value bounded: %.3f radians equals %.3f radians.
****\n\n', initThetaValue, thetaValue);
```

```
else
        thetaValue = initThetaValue;
else
    % Bound: 0 <= thetaValue < 360
    if initThetaValue >= 360
        thetaValue = rem(initThetaValue, 360);
        fprintf('\n**** Value bounded: %.3f degrees equals %.3f degrees.
****\n\n',initThetaValue,thetaValue);
    elseif initThetaValue < 0</pre>
        thetaValue = 360 + rem(initThetaValue, 360);
        fprintf('\n**** Value bounded: %.3f degrees equals %.3f degrees.
****\n\n',initThetaValue,thetaValue);
        thetaValue = initThetaValue;
    end
end
%% Calculations
% Specified theta calculations
oldCalcX = calcX;
oldCalcY = calcY;
calcTheta = thetaValue * multiplier; %calcTheta will be used in the
calculations and will always be in radians.
if calcTheta < riseEndPoint</pre>
    [calcX, calcY] = DrinkMixCam rise(calcTheta);
elseif calcTheta >= riseEndPoint && calcTheta <= dwellOneEndPoint</pre>
    [calcX, calcY] = DrinkMixCam dwell1(calcTheta);
else
    [calcX, calcY] = DrinkMixCam dwell2(calcTheta);
end
% Graph Calculations
for i = 1:251 % graphTheta = [0:0.05:2*pi];
    graphTheta(i) = (i-1)*0.025;
    if graphTheta(i) < riseEndPoint</pre>
        [graphX(i), graphY(i)] = DrinkMixCam rise(graphTheta(i));
    elseif graphTheta(i) >= riseEndPoint && graphTheta(i) <= dwellOneEndPoint</pre>
        [graphX(i), graphY(i)] = DrinkMixCam dwell1(graphTheta(i));
        [graphX(i), graphY(i)] = DrinkMixCam dwell2(graphTheta(i));
    end
end
%% Output (Text and Graph)
% Text
fprintf('
            Theta: %.3f\n',initThetaValue);
               Abscissa (inches): %.3f\n',calcX);
fprintf('
                Displacement (inches): %.3f\n', calcY);
fprintf('
% Graph
if firstPlot == 0
```

```
figure;
    hold on;
    grid on;
    plot(graphX, graphY, 'r', 'LineWidth', 2);
    plot(calcX, calcY, 'bd', 'LineWidth', 1.5);
    oldCalcX = calcX;
    oldCalcY = calcY;
    plot(oldCalcX, oldCalcY, 'kd', 'LineWidth', 1.5);
    title('Drink Mixer Cam Mathmatical Model');
    xlabel('Abscissa (inches)');
    ylabel('Follower Displacement (inches)');
    legend('Cam Profile','Current Theta','Previous Theta(s)');
    firstPlot = 1;
end
plot(oldCalcX, oldCalcY, 'kd', 'LineWidth', 1.5);
plot(calcX, calcY, 'bd', 'LineWidth', 1.5);
text(9.5,0.375,strcat({'\color{blue}}
'}, num2str(initThetaValue, '%5.3f'), {'
'},unitsShort), 'HorizontalAlignment', 'right', 'BackgroundColor', [1 1 1]);
text(9.5,0.35,strcat({'\color{blue}Abscissa = '},num2str(calcX,'%5.3f'),{'
inches'}),'HorizontalAlignment','right','BackgroundColor',[1 1 1]);
text(9.5,0.325,strcat({'\color{blue}Displacement =
'}, num2str(calcY, '%5.3f'), {'
inches'}),'HorizontalAlignment','right','BackgroundColor',[1 1 1]);
%% Question - Record Value?
recordValue = input('Record this value? (Y/N) ','s');
switch recordValue
    case {'Y','y','yes','Yes','YES'}
        % Table Management
        runningIndex = runningIndex + 1;
        Name(runningIndex,1) = {num2str(runningIndex)};
        Theta(runningIndex,1) = initThetaValue;
        Abscissa(runningIndex,1) = calcX;
        Displacement(runningIndex,1) = calcY;
        fprintf('...Value recorded.\n');
    case {'N', 'n', 'no', 'No', 'NO'}
        fprintf('...Value not recorded.\n');
    case {'Q','q','quit','Quit','QUIT'}
        % Table Management
        runningIndex = runningIndex + 1;
        Name(runningIndex,1) = {num2str(runningIndex)};
        Theta(runningIndex,1) = initThetaValue;
        Abscissa(runningIndex,1) = calcX;
        Displacement(runningIndex,1) = calcY;
        fprintf('...Value recorded. Terminating the program...\n\n');
        runLoopRunning = 0;
    otherwise
        % Table Management
        runningIndex = runningIndex + 1;
        Name(runningIndex,1) = {num2str(runningIndex)};
        Theta(runningIndex,1) = initThetaValue;
        Abscissa(runningIndex,1) = calcX;
        Displacement(runningIndex,1) = calcY;
        fprintf('...Invalid response. Value recorded by default.\n');
```

```
%% Question - Input Another Value?
inputLoop = 1;
while inputLoop ~= 0
    recordValue = input('Input another value? (Y/N) ','s');
    switch recordValue
        case {'Y','y','yes','Yes','YES'}
            inputLoop = 0;
        case {'N', 'n', 'no', 'No', 'NO', 'Q', 'q', 'quit', 'Quit', 'QUIT'}
            inputLoop = 0;
            fprintf('...Terminating the program...\n\n');
            runLoopRunning = 0;
        otherwise
            inputLoop = inputLoop + 1;
            fprintf('...Invalid response.\n');
            if inputLoop == 4
                fprintf('Too many invalid responses: Terminating
Program.\n\n');
                return
            end
    end
end
%% RUN LOOP CLOSE
end
%% Save data to file and terminate the program.
RESULTS = table(Theta, Abscissa, Displacement, 'RowNames', Name);
inputLoop = 1;
while inputLoop ~= 0
    saveData = input('Save recorded data to file? (Y/N) ','s');
    switch saveData
        case {'Y','y','yes','Yes','YES'}
            inputFileName = input('Enter a name for the file (without
extensions):
             ','s');
            if isempty(inputFileName) == 0
                fileName = strcat(inputFileName, '.dat');
            else
                fileName = 'DrinkMixCam Results.dat';
            end
            writetable(RESULTS, fileName);
            fprintf('\nData saved to %s.\n', fileName);
            RESULTS
                        % Displays the final results
            fprintf('Program Terminated.\n\n');
            inputLoop = 0;
        case {'N', 'n', 'no', 'No', 'NO', 'Q', 'q', 'quit', 'Quit', 'QUIT'}
            fprintf('\nData was not saved. Program terminated.\n\n');
            inputLoop = 0;
        otherwise
            if inputLoop < 4</pre>
                inputLoop = inputLoop + 1;
                fprintf('Invalid Response\n');
            else
                fileName = 'DrinkMixCam Results.dat';
```

DrinkMixCam rise.m

```
function [ X, Y ] = DrinkMixCam_rise( theta )
%DRINKMIXCAM_RISE Calculates follower displacement during the rise interval
%    X = ( (theta - theta_0) / (theta_1 - theta_0) ) * d_1
%    Y = tan(phi_1) * ( (theta - theta_0) / (theta_1 - theta_0) ) * d_1

X = (theta/(0.5/(tan(pi/3)*1.5)))*(0.5/tan(pi/3));
Y = tan(pi/3)*(theta/(0.5/(tan(pi/3)*1.5)))*(0.5/tan(pi/3));
```

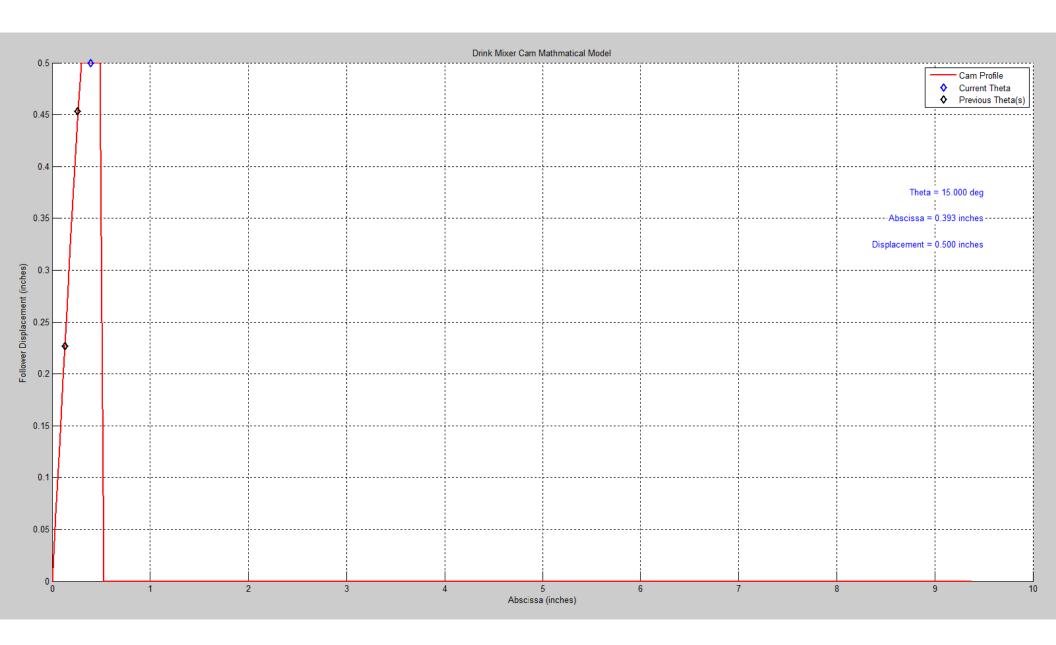
end

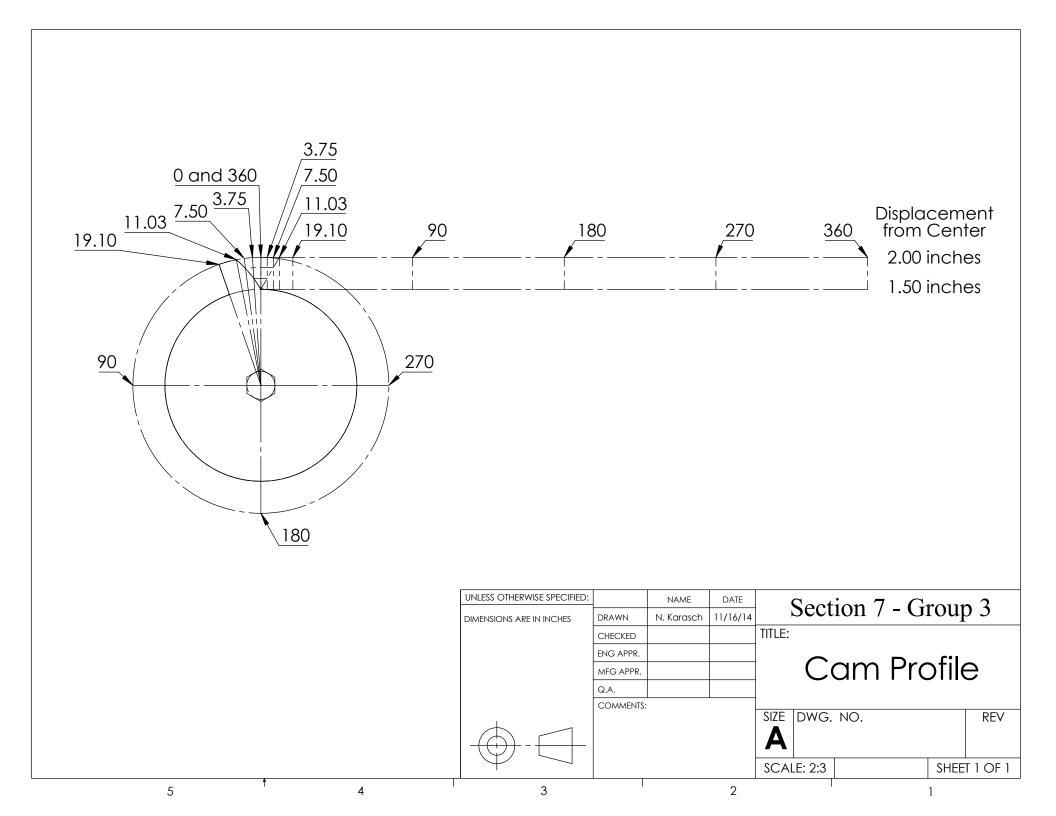
DrinkMixCam_dwell1.m

End

end

DrinkMixCam_dwell2.m





Follower Displacement Data Table

Theta (degrees)	Abscissa (inches)	Displacement (inches)
0.0	0.0000	0.0000
3.0	0.0785	0.1360
6.0	0.1571	0.2721
9.0	0.2356	0.4081
12.0	0.3142	0.5000
15.0	0.3927	0.5000
18.0	0.4712	0.5000
21.0	0.5498	0.0000
30.0	0.7854	0.0000
60.0	1.5708	0.0000
90.0	2.3562	0.0000
120.0	3.1416	0.0000
150.0	3.9270	0.0000
180.0	4.7124	0.0000
210.0	5.4978	0.0000
240.0	6.2832	0.0000
270.0	7.0686	0.0000
300.0	7.8540	0.0000
330.0	8.6394	0.0000

RAPID PROTOTYE JOB

MECHANICAL ENGINEERING FABRICATION LABS – BOYD LAB 1260 HOOVER HALL



- 1. Complete this form and upload drawing and/or part files. Print completed form ad print copies of drawings/ files.
- 2. Have instructor, TA or Advisor sign your job request. Billing information required.
- 3. Submit your job request in 1260 Hoover, right outside Lab Supervisor's Office in the tan tray

Approval By: ADARSH)	CRISHNAM	IVRTH7	k-Ador	h	10	0/19/2014	
(Instructor, TA, Project Advisor)	Print Name		Signature		2	Date	
Department Billing Information:	ME 170	CLAS	S PROJECT	7			
1000	Department				Account Num	nber	
Boyd Lab Supervisor Approval						Date	
Student Information: Name Sec+	on 7. 1	Group 3		Date Subr	nitted 16/	13/14	
Student Information: Name Section 7, Group 3 Date Submitted 10/13/14 Email NKARASCH@IASTATE. EDU Phone 651-477-2811							
Date Needed by Project Name Drink Mixer Cam							
Student ID Number		Signature				Date	
I hereby authorize Mechanical Engineering permission	on to assess charges o	on my university bill f	or services rendered				
Upload Drawings Here: My of Your Folder and File Name			ork Drive -> Type Teams\Groups\bo		name below:		
2. Do you need a cost estimate? Yes	No	Estimated cost					
3. Check which machine you want to use							
Fortus 250mc ABS Printer	Material () x \$3.91		Time () x \$7.00		
Zprinter 450 Composite	Material () x \$2.00		Time () x \$4.00		
uPrinter Plus ABS Printer	Material () x \$4.50		Time () x \$7.00		
Total Material & Time Cost Hours Worked	Hourly Rate						
Labor Costs	\$39]			
(Total Technician ti	me)						
Total Cost to be Billed		15/00/25/4/0-54/4			Department	or Student	
					See billing in	formation above	
Technician's Notes	*						
Name		Date			# Hours Wo	rked	
Notes							
Name		Date			# Hours Wo	rked	
Notes							
Name		Date			# Hours Wo	rked	
Notes							
Name		Date			# Hours Wo	rked	
Notes							