

## Week HW 1, KIN PART ROT PLANE1

Particle kinematics Rotational motion Plane motion, simple



### Week HWs formal rules

## Grading

- 1. HW costs 5 point max.
- 2. Not late policy. If you submit it later, O points.
- 3. Score distribution:
  - Correct formal criteria and document structure 1 score.
  - Correct algorithm and idea 2 out of 5 for sure.
  - Correct plots and simulation 2 out of 5.

### Week HWs formal rules

Tasks and formal reporting

#### **Tasks**

- 1. If task has label "coding", it should be not only solved, but also coded.
- 2. It's a good practice to code not coding task, for checking your calculations (not obligatory).
- 3. Consider, that this report you are making for yourself to use it in future. I mean, it can be helpful sometimes to put full solution, not like "(1) eqn -> after trivial magical passes (2)". It's recommended to explain each step (it helps you and me to find mistakes and typos).
- 4. Each HW is a report. It consists of a solution (don't forget about formal criteria), info about tools which were used, link to the code.

#### Formal reporting

- 1. In Moodle you are sending only a report (other stuff are links). IN PDF, txt files won't be opened.
- 2. We are in IT university, hence it's obligatory that your code should work on other computers.

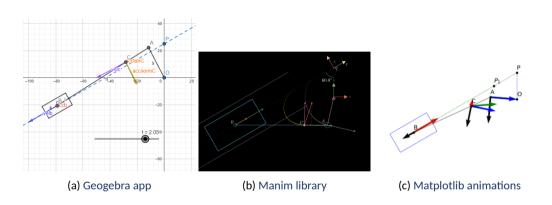
#### Week HWs formal rules

### Report template

- 1. Tools. Write, what tools did you use for solving task (Python/Matlab ..., Latex/Markdown ...)
- 2. Link to the simulation. If you put report together with the code, then the path is needed.
- 3. Task description. Retype or put a screenshot of the task.
- 4. **Task explanation**. It can be typed or be handwritten, or mixed. The goal, to explain step by step, how did you solve the task. You should explain your formulas too.
  - I'd like to highlight, that the way how do you make a simulation is also worthy for be explained. Assume, that you are writing it for yourself, and you will read it later.
- 5. Plots. Put needed plots. Don't forget to make an appropriate title, legend, and axes description.
- 6. **Screenshots from simulation**. Several screenshots, in some interesting positions. Example: parabola midway of left branch, root, somewhere in right branch.
- 7. Meme (optional). Put funny picture/video))

## Simulation examples





Code samples: Here

## Task 1 (Coding)

#### You should find:

- 1. simulate the move of  $\vec{O}$  for t = [0..10];
- 2. find and draw plots v, a,  $a_n$ ,  $a_\tau$ ,  $\kappa$  (Osculating circle) respect to t;
- 3. find y(x),  $\vec{v}$ ,  $\vec{a}$ ,  $\vec{a}_n$ ,  $\vec{a}_{\tau}$  and show it on the simulation.

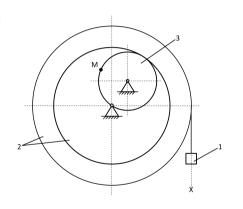
$$\vec{O} = \begin{cases} x = 3\cos(2t)\cos(t) + 0.82\\ y = 3\cos(2t)\sin(t) + 0.82 \end{cases}$$

# Task 2 (Coding)

You should solve the task, till the M point travels s:

- 1. simulate this mechanism (obtain all positions of bodies 1, 2, 3)
- velocity for M(draw plots for magnitudes and show vectors on simulation);
- accelerations (tangent, normal, overall) for M(draw plots for magnitudes and show vectors on simulation);
- 4. draw plots of angular velocities for 2, 3 bodies.

If 
$$R_2 = 40$$
,  $r_2 = 30$ ,  $R_3 = 15$   
  $x = x(t) = 3 + 80t^2$ ,  $s_M = 4$ .



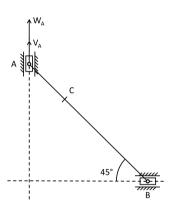
Task 2 (Yablonskii (eng) K2

## Task 3 (Coding)

#### You should find:

- 1. simulate this mechanism (obtain all positions.)  $(x_i(t), y_i(t), \text{ where } i \text{ is } A, B, C \text{ point})$
- velocities for B, C (draw plots for magnitudes and show vectors on simulation);
- accelerations for B and C (draw plots for magnitudes and show vectors on simulation);
- 4. draw a plot of angular velocity of body BA.

If 
$$y_A(t) = 22.5 + 10\sin(\frac{\pi}{5}t)$$
;  $t = [0..10]$  sec.;  $AB = 45$ ,  $BC = 30$ .



Task 3 (Yablonskii (rus) K3)

