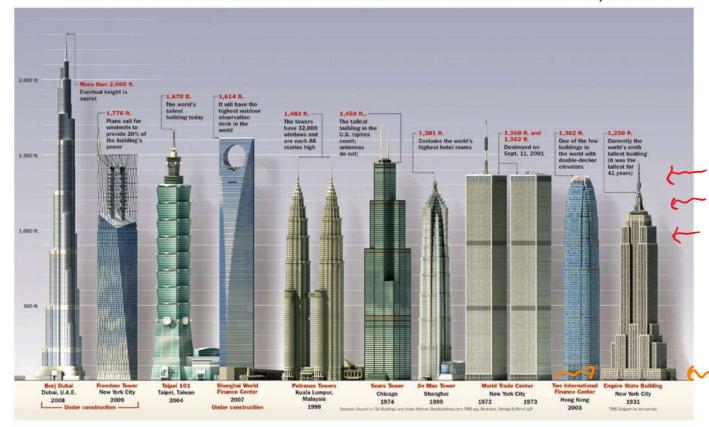


# What is Statics?

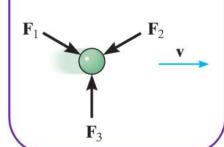
"The branch of mechanics concerned with bodies at rest and forces in equilibrium."



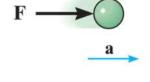
### Newton's laws of motion

#### First law:

Particle at rest (or moving in a straight line with constant velocity) stays that way unless another force comes in.

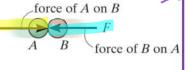


**Second law:** a particle acted upon by an unbalanced force **F** experiences an acceleration **a** that is proportional to the particle mass *m*:

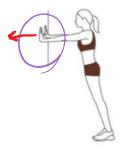


Third law: the mutual forces of action and reaction between two particles are equal

opposite and collinear .



## Force vectors



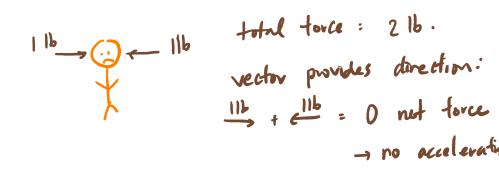


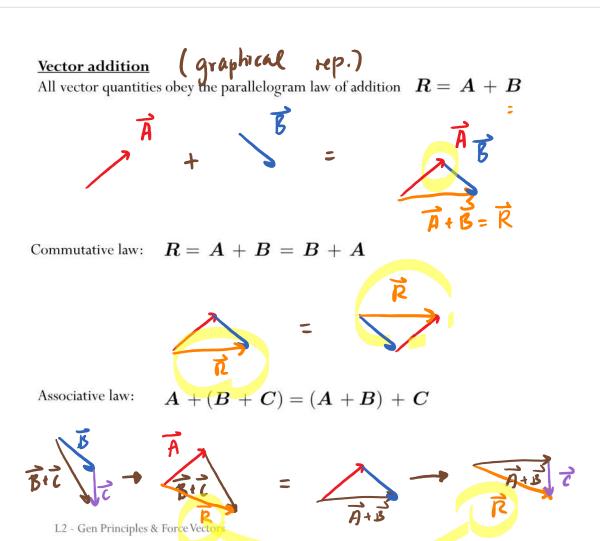


L2 - Gen Principles & Force Vectors

### Scalars and vectors

	Scalar	Vector
Examples	mass, volume	weight, acceleration
Characteristics	Magnitude	Magnitude le direction
Notation	a	Ã, A





Same

#### **Vector subtraction:**

(same magnitude as  $\vec{A}$ , but opposite direction)  $\vec{R}_2 = \vec{A} - \vec{B} = \vec{A} + (-\vec{B})$ 

**Scalar/Vector multiplication:** 

R3= aA

· for "a" = 2, the magnitude Rz is 2 times
the magnitude of A

## Cartesian vectors (2D and 3D)

20 pg

A = A, 1 + Ay j

A A

2 kg are unif ve

Right-handed coordinate system



L2 - Gen Principles & Force Vectors

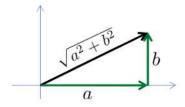
. Unit vector provides directions

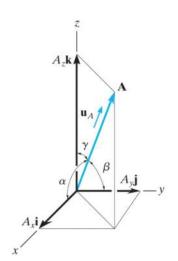
. Unit vector has a magnitude of 1.

[? 15 in the x-direction

### Magnitude of Cartesian vectors

$$A=|{\bf A}|=\sqrt{A_x^2+A_y^2+A_z^2}$$





Magnitude & unit vector form

$$\overline{A} = A \widehat{u}_{A}$$

$$\operatorname{violation} = \underbrace{A}_{A} \widehat{1} + \underbrace{A}_{A} \widehat{j} + \underbrace{A}_{A} \widehat{k}$$

$$\operatorname{violation} = \underbrace{A}_{A} \widehat{1} + \underbrace{A}_{A} \widehat{j} + \underbrace{A}_{A} \widehat{k}$$

#### **Direction of Cartesian vectors**

Expressing the direction using a unit vector:

$$egin{array}{lll} oldsymbol{u}_A & = & rac{oldsymbol{A}}{A} \ & = & rac{A_x}{A} \, oldsymbol{i} + rac{A_y}{A} \, oldsymbol{j} + rac{A_z}{A} \, oldsymbol{k} \end{array}$$

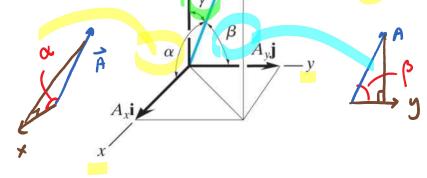
 $A_z$ k

Direction cosines are the components of the unit vector:

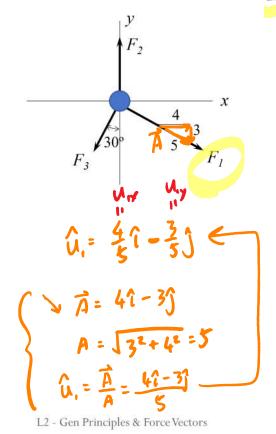
$$\cos(\alpha) = \frac{A_x}{A}$$

$$\cos(\beta) = \frac{A_y}{A}$$

$$\cos(\gamma) = \frac{A_z}{A}$$



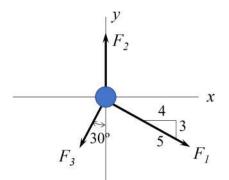
## Example



Given that  $F_1 = 50 \text{ N}$ , express force vector  $\mathbf{F}_1$  using the Cartesian vector form.

$$\vec{F}_{1x} = \vec{F}_{1x} + \vec{F}_{1y} = \vec{F}_{1x} + \vec{F}$$

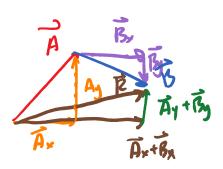
# Example



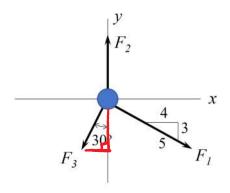
Given that  $F_2 = 40$  N, determine the unit vector that represents the direction of  $\mathbf{F}_2$ .

### **Addition of Cartesian vectors**

$$\boldsymbol{R} = \boldsymbol{A} + \boldsymbol{B} = (A_x + B_x) \boldsymbol{i} + (A_y + B_y) \boldsymbol{j} + (A_z + B_z) \boldsymbol{k}$$



## Example



Given that  $F_1 = 50 \text{ N}$  and  $F_3 = 20 \text{ N}$ , determine of resultant force of  $F_1$  and  $F_3$  in Cartesian vector form.

$$\vec{F}_{1} = (40 \,\hat{i} - 30 \,\hat{j}) \,N$$

$$\vec{F}_{3} = 20 \, (-\sin 30^{\circ} \,\hat{i} - \cos 30^{\circ} \,\hat{j})$$

$$\vec{F} = \vec{F}_{1} + \vec{F}_{3} = (40 + (-20 \sin 30^{\circ})) \,\hat{i}$$

$$+ (-30 + (-20 \cos 30^{\circ})) \,\hat{j}$$