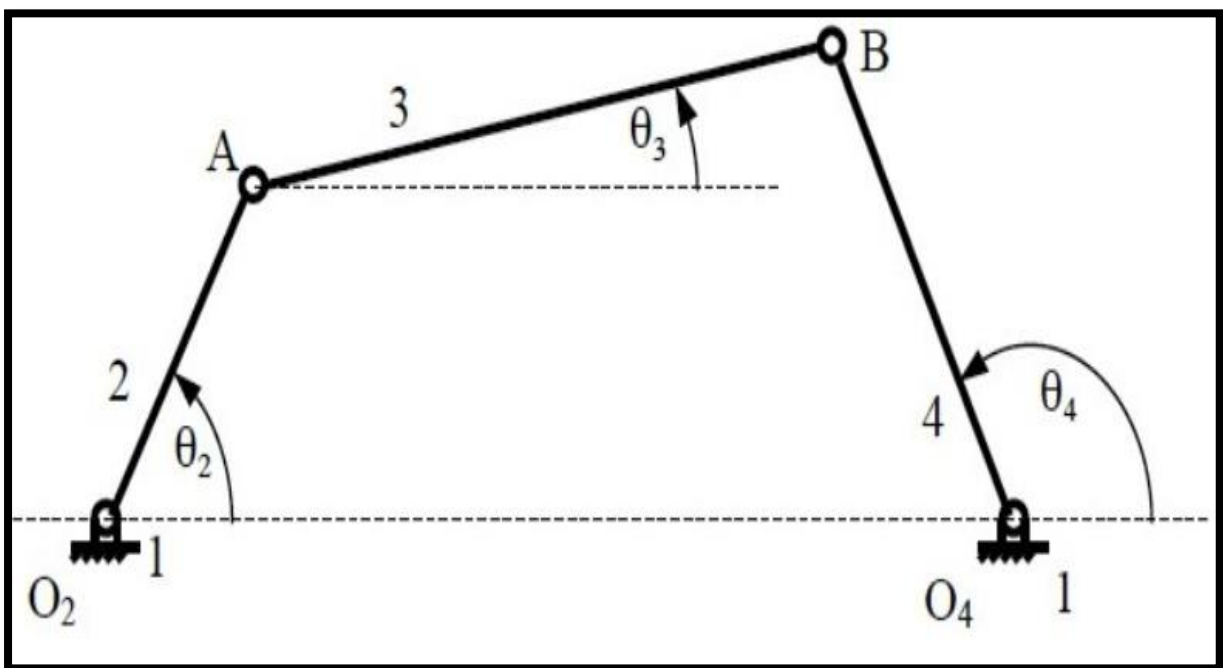


ME352A: Theory of Mechanisms and Machines
Bonus Assignment

Topic: Implementation of four-bar (4-R) linkage in MATLAB
(Analysis of the configurations through animation)

- **Figure:**



Where –

- O_2O_4 = Frame = L_1
- O_2A = Input Link = L_2
- AB = Coupler = L_3
- O_4B = Follower = L_4

```

1  clc;
2  clear all;
3  count = 1;
4  while (count > 0)
5      %% Input the dimensions for 4-bar linkage
6      fprintf('\nInput the dimensions for grashof linkage\n');
7      L1 = input('Frame (L1) = ');
8      L2 = input('Input link (L2) = ');
9      L3 = input('Coupler (L3) = ');
10     L4 = input('Follower (L4) = ');
11     %% Checking the grashof condition %
12     ML= [L1 L2 L3 L4];          % input values into a matrix
13     MS= sort(ML);               % sort the values in ascending order
14     L = MS(1,4);
15     S = MS(1,1);
16     P = MS(1,2);
17     Q = MS(1,3);
18     %% checking the grashof condition
19     if(L + S < P + Q)
20         fprintf('\nGreat ! This is grashof linkage\n');
21         if L1 == S % if L1 is shortest
22             fprintf('This is a Double-Crank mechanism\n');
23             count = 0;
24         elseif L2 == S % if L2 is shortest
25             fprintf('This is a Crank-Rocker mechanism\n');
26             count = 0;
27         else
28             fprintf('Please input grashof linkage\n');
29             count = 1;
30         end
31     elseif(L + S == P + Q)
32         fprintf('\nThis is a parallelogram type linkage\n');
33         fprintf('Please input grashof linkage\n');
34         count = 1;
35     elseif(L + S > P + Q)
36         fprintf('\nThis is a non-grashof linkage\n');
37         fprintf('Please input grashof linkage\n');
38         count = 1;
39     end
40 end

```

```

41 C=input('\nAngular speed  $\omega = C\pi$ , enter C : ');
42 fprintf('\n');
43 t = 0:5/360:10;
44 omega = C*pi;
45 theta_1 = deg2rad(0);
46 theta_2 = omega*t;
47 end
48 for i=1:length(theta_2)
49     theta_2_dash(i) = theta_2(i) - theta_1;
50     lambda(i) = sqrt(L1^2 + L2^2 - 2*L1*L2*cos(theta_2_dash(i)));
51     beta(i) = acos( (L1^2 + lambda(i)^2 - L2^2) / (2*L1*lambda(i)));
52     phi(i) = acos( (L3^2 + lambda(i)^2 - L4^2) / (2*L3*lambda(i)));
53     delta(i) = acos( (L4^2 + lambda(i)^2 - L3^2) / (2*L4*lambda(i)));
54     if(theta_2_dash(i)<=pi)
55         theta_3(i) = phi(i)-(beta(i)-theta_1);
56         theta_4(i) = pi-delta(i)-(beta(i)-theta_1);
57         gamma(i)= acos( (L3^2+L4^2-lambda(i)^2) / (2*L3*L4)) - pi/2;
58     else
59         theta_3(i) = phi(i)+(beta(i)+theta_1);
60         theta_4(i) = pi-delta(i)+(beta(i)+theta_1);
61         gamma(i)= acos( (L3^2+L4^2-lambda(i)^2) / (2*L3*L4)) - pi/2;
62     end
63     F(i) = getframe(gcf);
64     A_x(i) = L2*cos(theta_2(i));
65     A_y(i) = L2*sin(theta_2(i));
66     B_x(i) = L2*cos(theta_2(i))+L3*cos(theta_3(i));
67     B_y(i) = L2*sin(theta_2(i))+L3*sin(theta_3(i));
68     B_o_x(i) = L1*cos(theta_1);
69     B_o_y(i) = L1*sin(theta_1);
70     plot([0 A_x(i)], [0 A_y(i)], 'go-', 'LineWidth',5);hold on; %L2
71     plot([A_x(i) B_x(i)], [A_y(i) B_y(i)], 'ro-', 'LineWidth',5); hold on; %L3
72     plot([B_x(i) B_o_x(i)], [B_y(i) B_o_y(i)], 'bo-', 'LineWidth',5); hold on; %L4
73     plot([B_o_x(i) 0], [B_o_y(i) 0], 'ko-', 'LineWidth',5);hold off; %L1
74     grid on
75     axis([-10 15 -10 10]);
76     pause(0.001);
77 end
78
79 video = VideoWriter('4-bar.avi', 'Uncompressed AVI');
80 open(video)
81 writeVideo(video, F);
82 close(video)

```

- **Example:** The following test case was run in the code as an example –

```
Input the dimensions for grashof linkage
Frame (L1) = 4
Input link (L2) = 6
Coupler (L3) = 7
Follower (L4) = 8

Great ! This is grashof linkage
This is a Double-Crank mechanism

Angular speed  $\omega = C\pi$ , enter C : 1/5
fx >> |
```

- **Output:** The output animation generated has been attached with this email in video format. Here is a snapshot –

