1 Start einer zweistufigen Rakete

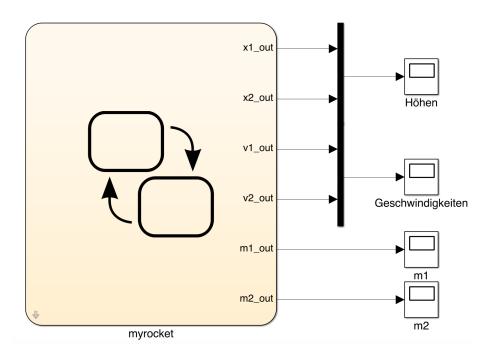


Abbildung 1: Simulink Stateflow

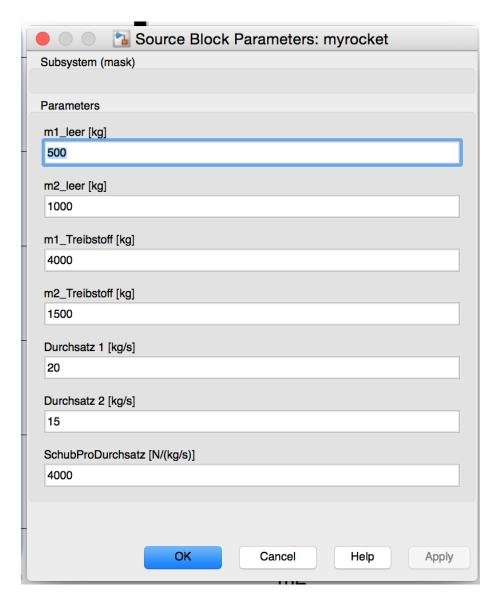


Abbildung 2: Simulink Stateflow

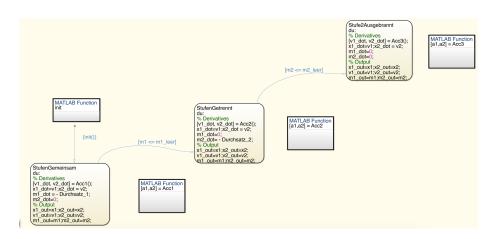


Abbildung 3: Simulink States

$$Acc1 = mR = m1 + m2$$

$$r1 = x1 + rE$$

$$Fs1 = G * (mE * mR)/(r1 * r1)$$

$$Schubkraft_1 = Durchsatz_1 * SchubProDurchsatz$$

$$a = (Schubkraft_1 - Fs1)/(m1 + m2)$$

$$a1 = a$$

$$a2 = a$$

$$Acc2 = (2)$$

$$r1 = x1 + rE$$

$$Fs1 = G * (mE * m1)/(r1 * r1)$$

$$r2 = x2 + rE$$

$$Fs2 = G * (mE * m2)/(r2 * r2)$$

$$Schubkraft_2 = Durchsatz_2 * SchubProDurchsatz$$

$$a1 = -Fs1/m1$$

$$a2 = (Schubkraft_2 - Fs2)/m2$$

$$Acc3 = r1 = x1 + rE$$

$$Fs1 = G * (mE * m1)/(r1 * r1)$$

$$r2 = x2 + rE$$

$$Fs2 = G * (mE * m2)/(r2 * r2)$$

$$a1 = -Fs1/m1$$

$$a2 = -Fs2/m2$$
(3)

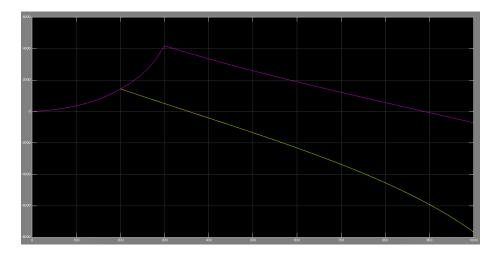


Abbildung 4: Geschwindigkeiten

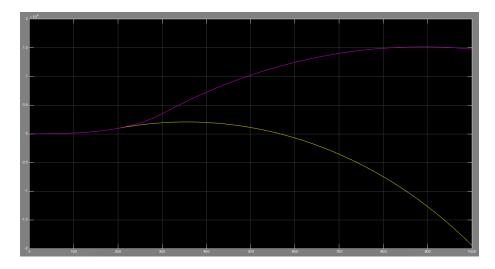


Abbildung 5: Höhen

2 Simulation eines schiefen Flippers