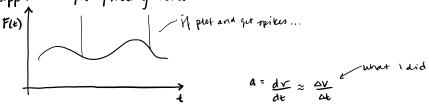
approaches for finding Force



Assignment #3 Notes:

- -think of manes suspended on vertical tracks, circles are where that allow masses to more freely in only horizontal direction
- one problem, 4 tarks:
  - · only the first bullet: ignore the variable M\_3 (ignore the number) and think of the variable as alpha-1

=> will want to use atan2()

Whatch lighter video for MATCHES across of undamped free libration using the general spoin  $\vec{X}(t) = \vec{\Sigma} \ \vec{X}_i \cos(\omega_i t + \phi_i)$ 

with initial conditions

$$\vec{\lambda}(0) = \begin{cases} \chi_{\nu}(0) \\ \vdots \\ \chi_{\nu}(0) \end{cases} \qquad \vec{\chi}(0) = \begin{cases} \dot{\chi}_{\nu}(0) \\ \dot{\chi}_{\nu}(0) \\ \vdots \\ \dot{\chi}_{\nu}(0) \end{cases}$$

$$\vec{X}(0) = \sum_{i=1}^{n} \vec{X}^{(i)} A_{i} \cos \phi_{i}$$
 and  $\vec{X}(0) = -\sum_{i=1}^{n} \vec{X}^{(i)} A_{i} \omega_{i} - \sin \phi_{i}$ 

examine ormigonality:

A;  $\cos \theta_i = \vec{X}^{(i)T} [m] \vec{\chi}(0) = B_i$  and A;  $-\sin \theta_i = -\vec{X}^{(i)T} [m] \vec{\chi}(0)/\omega_i = C_i$ 

to get soln for constants:

$$A_i = \sqrt{B_i^2 + C_i^2}$$
 and  $\Phi_i = \tan^{-1}(C_i/B_i)$ 

There at an 2 portuin

... this all allows us to get X, x, and x (ne arignment 3 and given function on BB)