```
interpret as nondimensional time
t = \omega T
time_{\text{variable}}
W=1 rad/4 DETETmax
                              0 = t = Tmax
W= 2 rad/s 0 = T = Tonax 0= t = 2 + Tonax
```

what could have also been done if we didn't change force sine to add a pavameter

W/put my code takes ~ I min

```
Mignment #5 - UNFORCED SYSTEMS
• make nure proportionally damp as in \alpha[M] + \beta[K] = [c]
• make making in diagrams
```

· may matrix is diagonal (dashpots are stretched relative to ground) } (-10 c proportione 1-)

· Comation is proportional to K matrix here = 2nd par

hint: 
$$\begin{bmatrix} C_1 & 0 & 0 \\ 0 & C_2 & 0 \\ 0 & 0 & C_3 \end{bmatrix} = C$$

$$M = \begin{bmatrix} M_1 & 0 & 0 \\ 0 & M_2 & 0 \\ 0 & 0 & M_3 \end{bmatrix} \quad C = & M$$

$$C_1 = & M_1 \quad C_2 = & M_3 \quad C_4 = & M_4 \quad C_5 = & M_4 \quad C_5 = & M_4 \quad C_5 = & M_5 \quad C_5 = & M_$$

struct with fields: >> B.k >> B.c 1.5000

\*nothing too tricky "I thus arrighment

 $\vec{x}_{\circ} + \frac{\cdot}{\vec{x}_{\circ}}$ 

Find x(e).

[c] general may not be a[M]+B[K]

... UN state space matrices

$$\vec{y} = \left\{ \vec{x} \right\} \\
\vec{y} = \left\{ \vec{x} \right\} \\
\vec{y} = \left\{ \vec{x} \right\} \\
\vec{y} = \left\{ \vec{x} \right\} \\
\vec{x} \right\} = \left\{ \vec{0} \right\} \\
\vec{x} = \left\{ \vec{0} \right\} \\$$

- with more compactly:

[5] 
$$\vec{y} - [R] \vec{y} = \{\vec{0}\}_{\vec{F}(e)}$$

pri multiply by invariates, [S]'

 $\vec{y} - [S]^{-1}[R] \vec{y} = [S]^{-1}\{\vec{0}\}_{\vec{F}(e)}$ 
 $\vec{y} = [S]^{-1}[R] \vec{y} + [S]^{-1}\{\vec{0}\}_{\vec{F}(e)}$ 

un Hati-pau\_maticus.m Ggives you the Hate space matrices

Most damped - forcel ss. m

Thus most - damped - forcel - 10 - ode 45. m

thun check with most - damped - forced - test. m