



REFERENCES:

- Fundamentals of Engineering, Supplied-Reference
 Handbook, 8th edition; National Council of Examiners for Engineering and Surveying, 2008.
- Hibbeler, R.C.; <u>Engineering Mechanics Statics</u>, 11th edition; Pearson Prentice Hall, 2007.



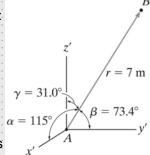
FORCE:

A force is a vector quantity. It is defined by:

Magnitude - Scalar quantity

<u>Point of Application</u> - two points through which it passes - known as "line of action"

<u>Direction</u> - relative to x, y & z axes



Forces are often represented as **Vectors**, and can be given in **Cartesian Vector Form** ...



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VECTORS - Cartesian Vector Form:

z, k

√x, i

Let *i*, *j*, and *k* be **Cartesian Unit Vectors** in the x, y and z directions, respectively.

Any vector
$$\mathbf{F}$$
 can be written in terms of Cartesian Unit Vectors:
$$\mathbf{F} = \mathbf{F}_{x} \mathbf{i} + \mathbf{F}_{y} \mathbf{j} + \mathbf{F}_{z} \mathbf{k}$$
where \mathbf{F}_{x} , \mathbf{F}_{y} and \mathbf{F}_{z} are the magnitudes

where F_x , F_y and F_z are the magnitudes of the x, y and z components of force



RESULTANTS (Two Dimensions):

The Cartesian Vector form of a force is:

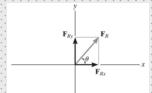
$$\mathbf{F} = F_{x}\mathbf{i} + F_{y}\mathbf{j}$$

Resultant force, F, w/ x and y components known, is found by eqn:

$$F = \sqrt{F_x^2 + F_y^2}$$

Resultant direction of vector w/ respect to the x-axis is found by eqn:

$$\Theta = \tan^{-1} \frac{F_y}{F_x}$$





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RESOLUTION OF A FORCE:

To describe a single vector as two or more vectors - Also called "Component Form" ...

Direction Cosines can be used to place into Component Form ...

$$\cos \alpha = \frac{A_{\chi}}{A}$$

$$\cos \beta = \frac{A_{y}}{A}$$

$$\cos \beta = \frac{A_{y}}{A}$$

$$\cos \beta = \frac{A_{y}}{A}$$

$$\cos \beta = \frac{A_{z}}{A}$$

$$\cos \beta = \frac{A_{z}}{A}$$



RESOLUTION OF A FORCE:

The three components become:

$$F_x = F \cos \Theta_x$$

$$F_y = F \cos \Theta_y$$

$$F_z = F \cos \Theta_z$$

or if resultant force $R = \sqrt{x^2 + y^2 + z^2}$ is known:

$$F_x = (x/R)F$$

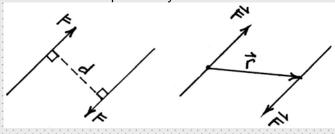
$$F_v = (y/R)F$$

$$F_z = (z/R)F$$

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MOMENTS (Couples):

<u>Couple</u>: Two parallel forces with equal magnitudes that act in opposite directions and are separated by distance **d**.



Magnitude:

M = F d

Vector:

 $M = r \times F$

NOTE: The resultant of the forces is ZERO



MOMENTS - Cross Product:

Vector Moment in Cartesian Form:

$$\mathbf{M} = \mathbf{r} \times \mathbf{F} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ r_x & r_y & r_z \\ F_x & F_y & F_z \end{vmatrix}$$

The determinant of the matrix will give you the moment about a point in space in Cartesian Vector form.

The egns for the moment magnitudes about the three axes for known perpendicular distances x, y and z are:

$$M_x = y F_z - z F_y$$
 $M_y = z F_x - x F_z$ $M_z = x F_y - y F_x$

$$M_v = z F_x - x F_z$$

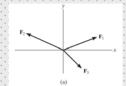
$$M_z = x F_v - y F_y$$

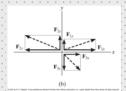


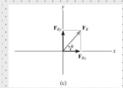
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SYSTEMS OF FORCES:

If you have a series of force vectors applied to a system, a single resultant force vector can be determined using the equation:







$$F_R = \sum F_n$$

In addition, the moment about a point due to multiple forces is:

$$M_R = \Sigma (r_n \times F_n)$$



SYSTEMS OF FORCES:

For a body to be in static equilibrium, the forces (applied and reactive) acting on the body must satisfy the equations:

$$\Sigma F = 0$$
 and $\Sigma M = 0 \leftarrow \text{Vector form}$

or in component form (6 degrees of freedom)

$$\Sigma F_x = 0$$
 $\Sigma M_x = 0$ — Component
 $\Sigma F_y = 0$ $\Sigma M_y = 0$ — Component
 $\Sigma F_z = 0$ $\Sigma M_z = 0$ — Component

These are the Equilibrium Equations used in Statics ...



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CENTROIDS of Mass, Area, Length and Volume:

<u>Centroid</u>: A point that defines the geometric

center of an object.

For a homogenous body, the *centroid* coincides with the *center of gravity* ...

Two general methods to determine centroid are:

Centroid by Integration

Centroid by Composite Bodies



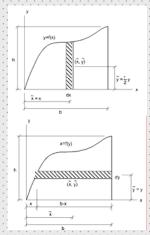
Centroids by Integration:

For finding centroid of an area, we must use the eqns:

$$\bar{X} = \int_{A}^{\tilde{X}} dA$$

$$\bar{Y} = \int_{A}^{\tilde{Y}} \tilde{Y} dA$$

$$\bar{Y} = \int_{A}^{A} dA$$



Differential segment through shape used in calculations ...

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Centroids by Integration:

Definition of values in the eqns:

 $\overline{X} = \overline{Y} = Centroidal distance from y or x axis$

 $\tilde{\chi} = \tilde{y} = \text{Distance from } y$, x axis to centroid of segment

dA = Differential area of segment

The procedure for finding an area centroid by integration:

Step 1: Choose a differential segment to use. Generally, select a segment that touches one of the reference axes.

Step 2: Define the segment size and moment arm to be used. Draw these on the sketch for reference.

Step 3: Perform the integrations and apply the eqns derived in the text.

Step 4: Ask yourself "Does the answer make sense?"



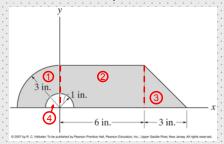
Centroids by Composite Bodies:

For finding centroid of an area, we must use the egns:

$$\bar{\mathbf{X}} = \frac{\sum \mathbf{A} \, \bar{\mathbf{X}}}{\sum \mathbf{A}}$$

$$\bar{\mathbf{y}} = \frac{\sum \mathbf{A} \, \bar{\mathbf{y}}}{\sum \mathbf{A}}$$

$$\bar{\mathbf{z}} = \frac{\sum \mathbf{A} \, \bar{\mathbf{z}}}{\sum \mathbf{A}}$$



Break shape into 4 elements:

- · Quarter circle
- Rectangle
- Triangle
- · Semi-circle (Void)



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MOMENT OF INERTIA:

The Moment of Inertia is defined as the second moment of an area.

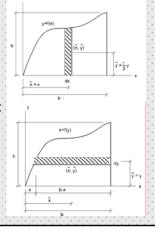
This is similar to Centroids by Integration is equation form:

$$I_x = \int x^2 dA$$

$$I_y = \int y^2 dA$$

The Polar Moment of Inertia, J of an area is:

$$I_z = J = I_x + I_y$$
$$= \int (x^2 + y^2) dA$$





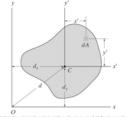
MOMENT of INERTIA by Composite Bodies:

Also known as Transfer Theorem or Parallel-Axis Theorem.

The equation for finding the moment of inertia is:

$$I_{x}' = I_{x_{c}} + d_{y}^{2}A$$

$$I_{y}' = I_{y_{c}} + d_{x}^{2}A$$



 I_{x}', I_{v}' = moment of inertia about the new axis

 I_{x_c} , I_{y_c} = moment of inertia about the centroidal axis

 d_x , d_y = distance between the two axes in question



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RADIUS of GYRATION:

Defined as the distance from a reference axis (**x** or **y** axes, or the *origin*) at which all of the area can be considered to be concentrated to produce the moment of inertia.

In equation form:

$$r_x = \sqrt{I_x / A}$$

$$r_y = \sqrt{I_y / A}$$

$$r_p = \sqrt{J / A}$$



FRICTION:

Limiting friction is the largest frictional force a body can resist prior to movement.

The equation for limiting friction is:

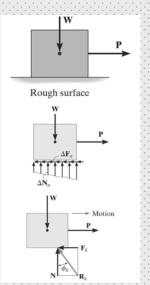
$$F \leq \mu N$$

Where,

F = Friction force

µ = coefficient of static friction

N = normal force between surfaces in contact



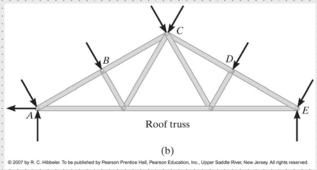


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STATICALLY DETERMINATE TRUSS:

Assumptions made when dealing with trusses:

- 1) Members lie in the same plane (2 dimensional)
- 2) Members ends are connected with frictionless pins
- 3) All external loads (applied and reactive) occur at joint locations.



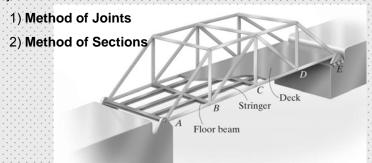


STATICALLY DETERMINATE TRUSS:

Truss member forces are determined using the equations:

$$\Sigma F = 0$$
 and $\Sigma M = 0$

There are two general methods that can be used to analyze a statically determinate truss:





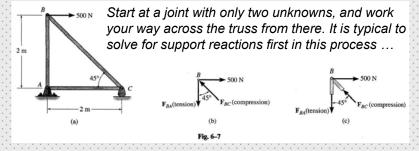
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Method of Joints:

This method looks at each joint of the truss in determining member forces and uses the egns:

$$\Sigma F_x = 0$$
 and $\Sigma F_y = 0$

NOTE: For a truss to be in equilibrium, each joint of the truss must also be in equilibrium ...



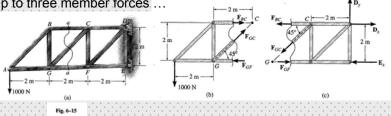


Method of Sections:

This method looks at sections through the truss in determining member forces and uses the eqns:

$$\Sigma F_x = 0$$
 $\Sigma F_y = 0$ $\Sigma M = 0$

Solve for support reactions first (*in most cases*). Next, cut a section through the members which you are analyzing, and draw a Free Body Diagram of the portion of the truss to the left or right of the section cut. Then apply the three equilibrium equations to determine up to three member forces ...



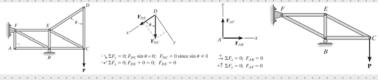


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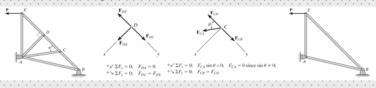
Zero - Force Members:

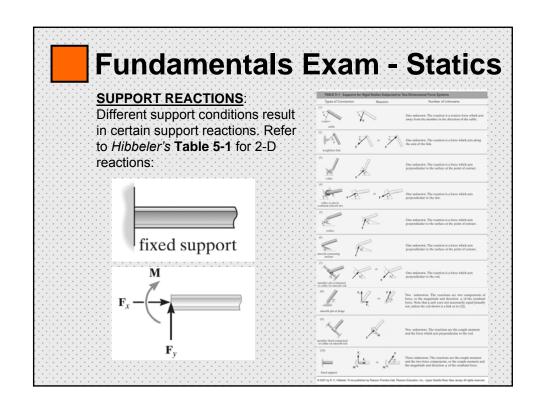
Two conditions can exist that result in zero-force members:

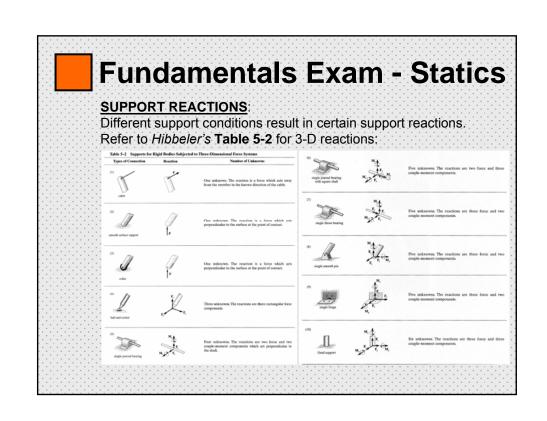
1) When two non-collinear mbrs intersect at a joint with no load.



2) When two collinear members & a third non-collinear member intersect at a joint with no load.









Practice Questions:

Refer to Appendix C of Hibbeler Text:

Engineering Mechanics Statics, 4th edition

55 problems to work through - partial solutions are given immediately after the problems ...



QUESTIONS