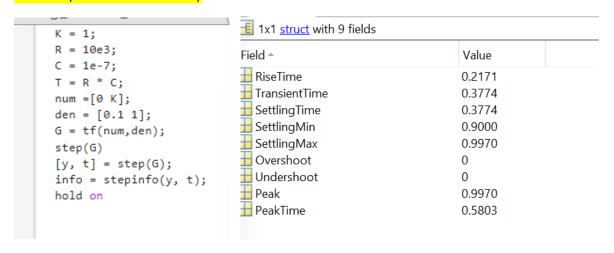
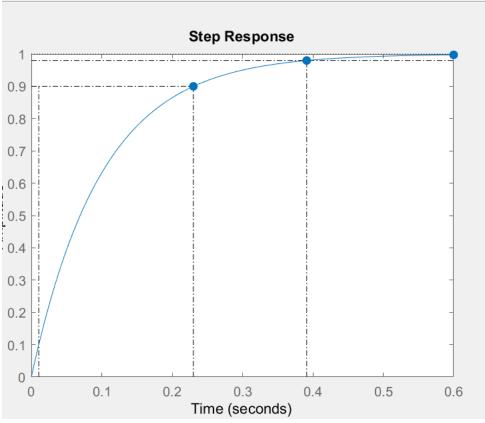
## First order system Lab 1

#### -→step response

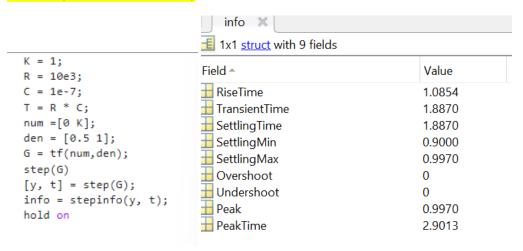
#### Case 1: (Time constant =0.1)

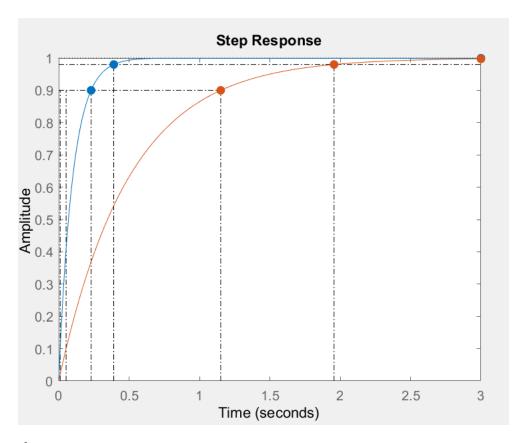




 $\rightarrow$  When the time constant was 0.01 the rise time = 0.22 and the settling time = 0.3717

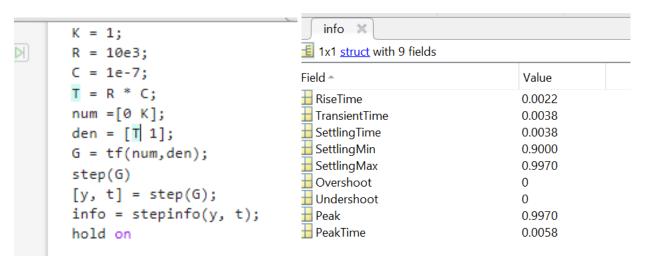
Case 2: (time constant = 0.5)

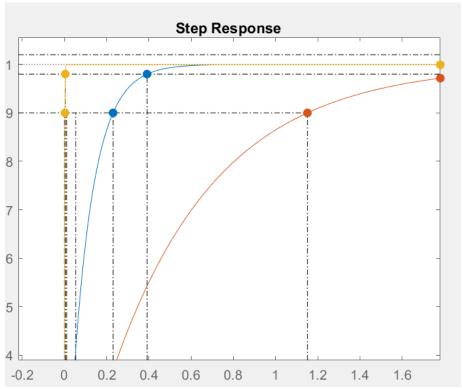




 $\rightarrow$ When the time constant increased to 0.5 the rise time = 1.1 and the settling time = 1.88 which increased from the first case which indicates that the time constant has an effect on rise time and settling time also the response is slow.

## Case 3: (time constant = 0.001)





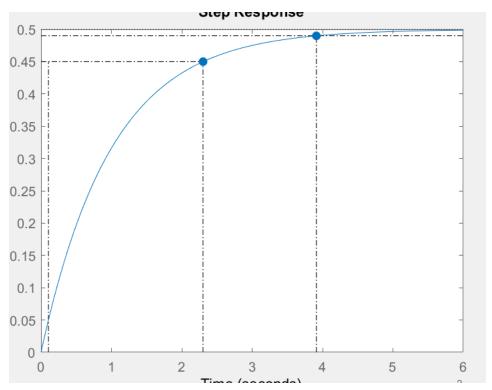
-> when the time constant decreased to 0.001 the rise time is 0.0022 and settling time is 0.00391 in which the response is faster which indicate time constant has an greater effect on the response of the system.

# Case 4: (Gain k = 0.5)

```
K = 0.5;
R = 10e3;
                                   Field A
                                                                      Value
C = 1e-7;
                                   RiseTime
                                                                      0.0022
T = R * C;
                                   TransientTime
                                                                      0.0038
num = [0 K];
                                   SettlingTime
                                                                      0.0038
den = [T 1];
                                   B SettlingMin
                                                                      0.4500
G = tf(num,den);

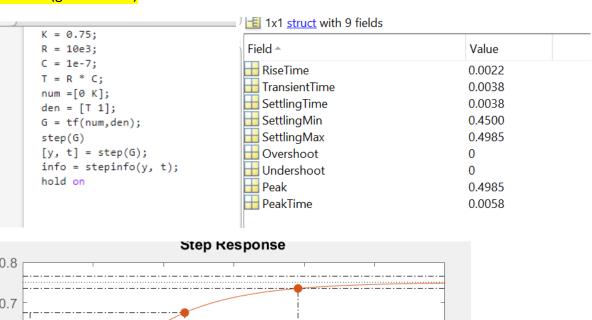
    ⊞ SettlingMax

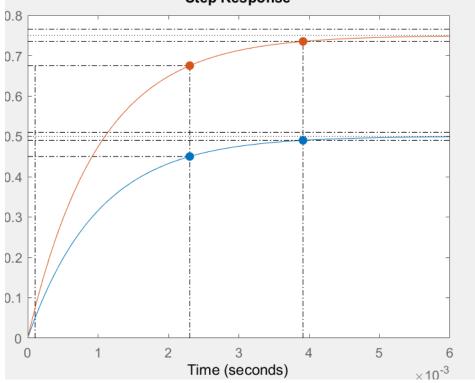
                                                                      0.4985
step(G)
                                   Overshoot
                                                                      0
[y, t] = step(G);
                                   Undershoot
                                                                      0
info = stepinfo(y, t);
                                   H Peak
                                                                      0.4985
hold on
                                   PeakTime
                                                                      0.0058
```



→ when the gain value is 0.5 the rise time is 0.0022 and the settling time is 0.0038

# Case 5: (gain k =0.75)

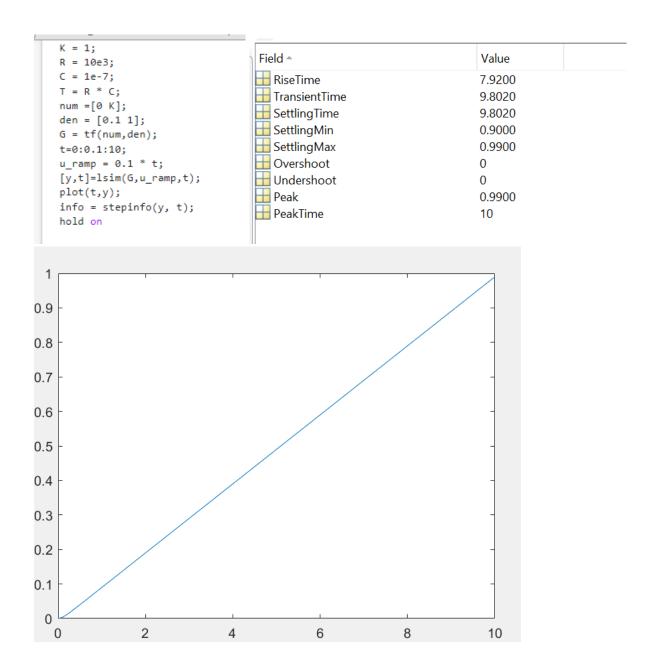




→when the gain increased to 0.75 the rise time and settling time did not affected but the output has been affected in which we can see the response of the system is faster so only the output has been affected.

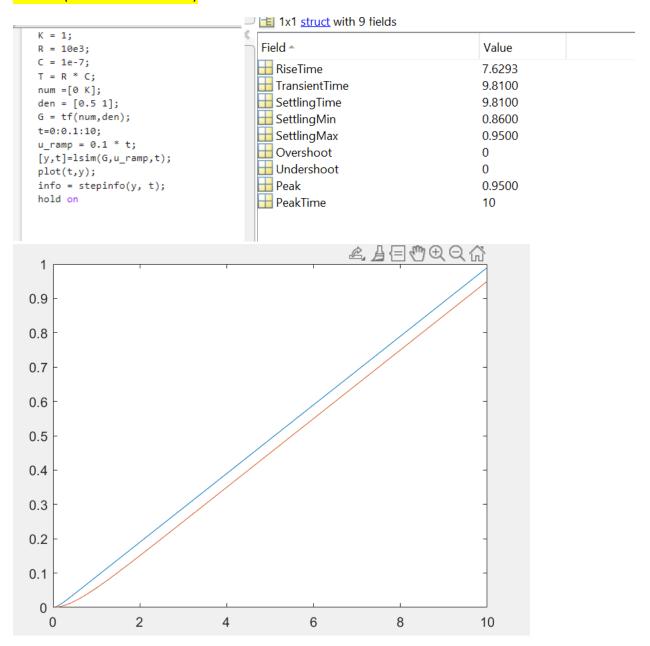
#### ---→Ramp response

## Case 1: (time constant = 0.1)



→when ramp response and time constant is 0.1 the rise time=7.92 and settling time = 9.802

## Case2: (time constant = 0.5)



→ when time constant is increased to 0.5 the rise time =7.62 and settling time to 9.81

So the response is slower as in graph and steady state error increases

Case 3: (time constant = 0.001)

0.2

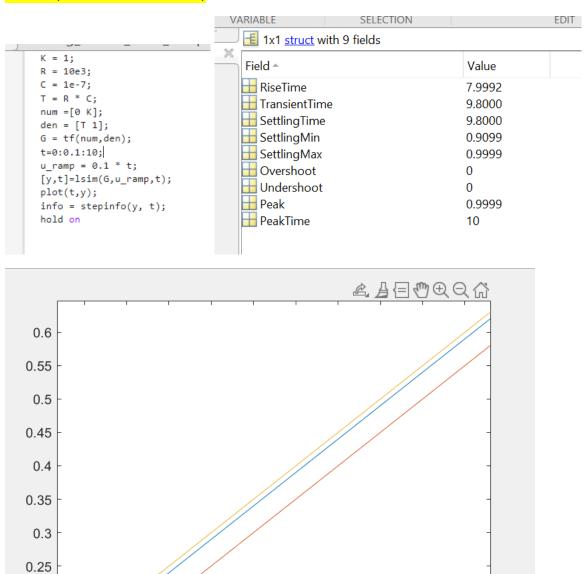
0.15

1.5

2

2.5

3



→ when time constant decreased the system response increased and steady state error decreased.

4

4.5

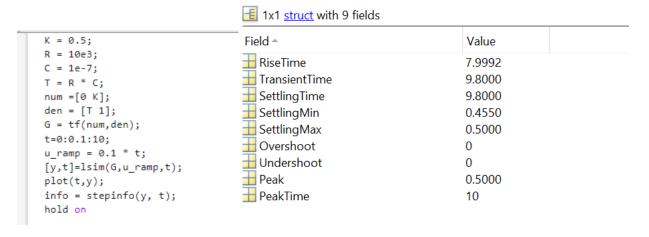
5

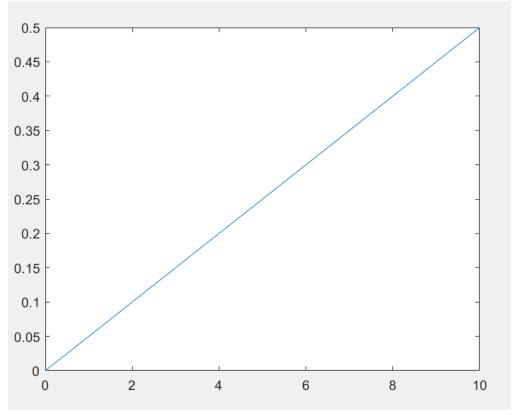
5.5

6

3.5

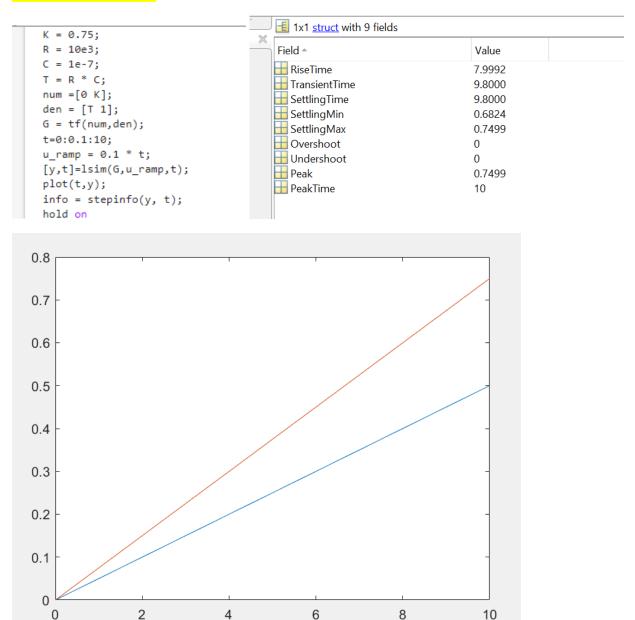
# Case 4: (Gain k = 0.5)





 $\rightarrow$ When the gain is 0.5 the rise time = 7.992 and settling time is 9.800

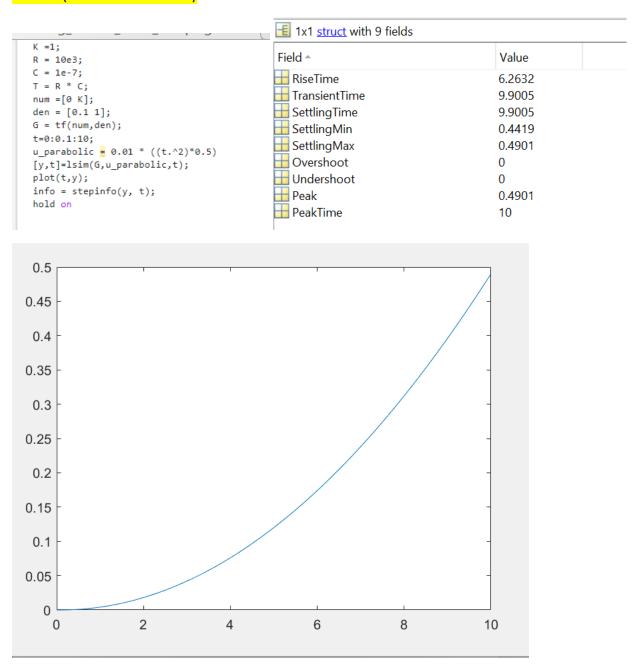
# Case 5:( Gain k = 0.75)



→ when gain k increased the rise or settling time are not affected but steady state error decreases and system response is faster

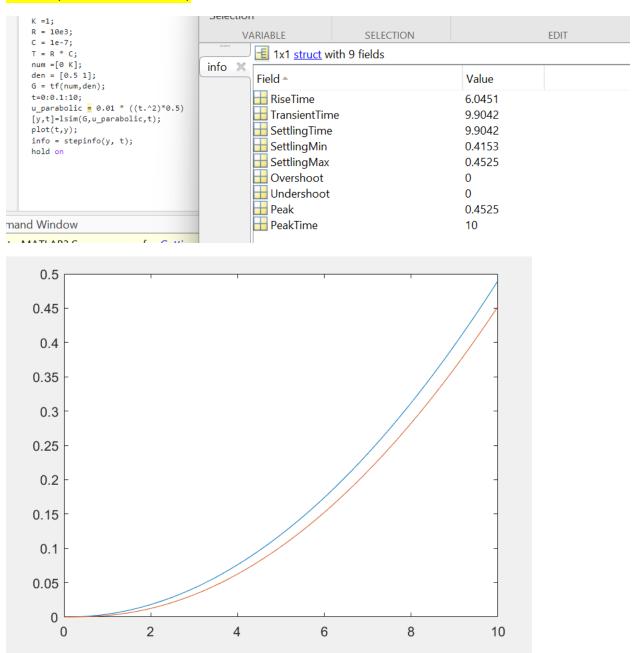
#### -→Parabolic response

### Case 1: (time constant =0.1)



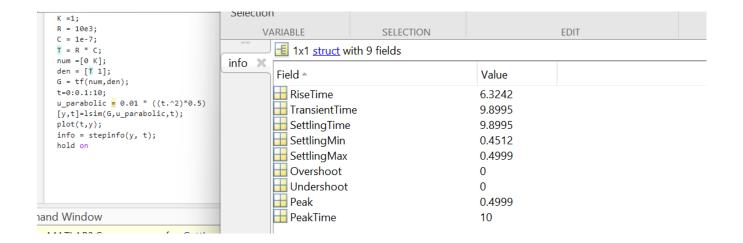
→when the time constant is 0.1 the rise time is 6.26 and settling time is 9.9

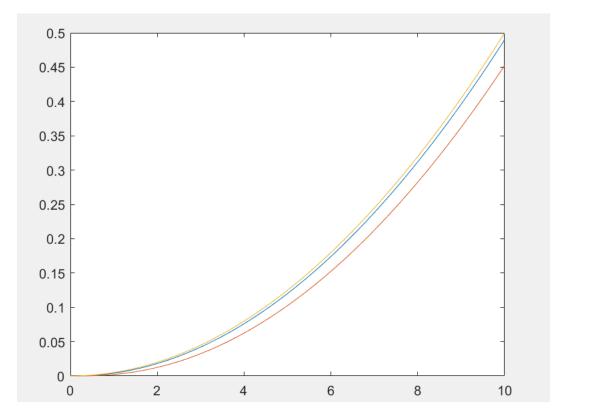
Case 2: (time constant =0.5)



-->here when time constant increased system response faster and steady stater error is infinite error since type 0 system

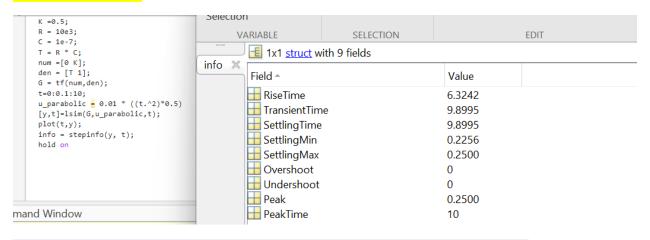
### Case 3: (time constant =0.001)

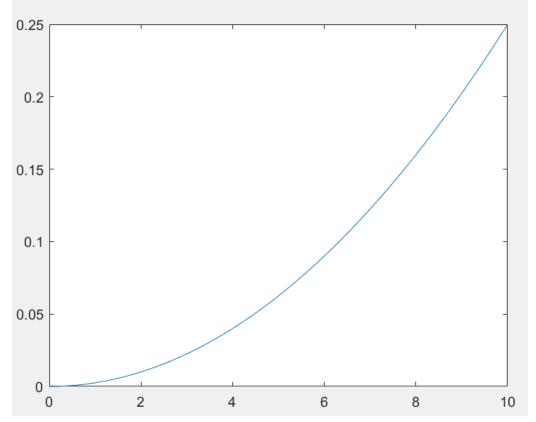




→ system response is increased when time constant has decreased to 0.001

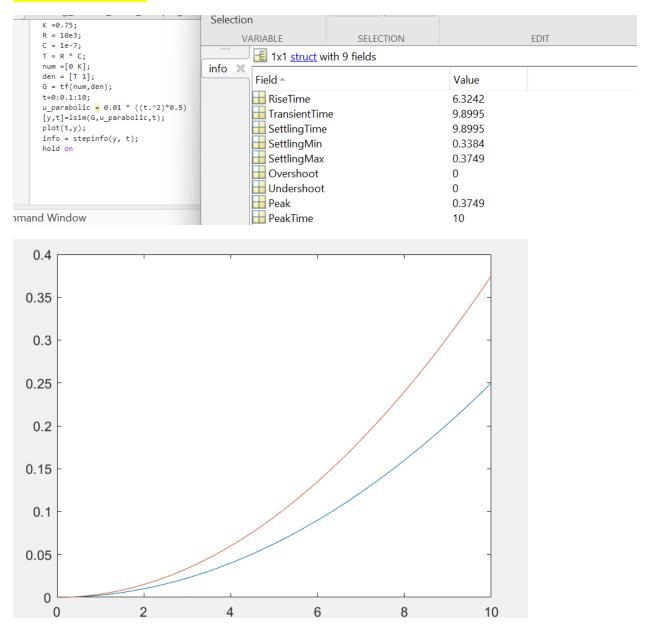
# Case 4 : (Gain = 0.5)





-→when gain k is 0.5 the rise time is 6.32 and settling time is 9.82

# Case 5 : (gain = 0.75)



-→system response is faster when gain k increases and the rise time or settling time are uneffected