

26.04.12

API Gruppenheften

1) 26.04.: -Shedle 1 rekon

(opt: Shedle 2)

2) № 2: -Shedle 2

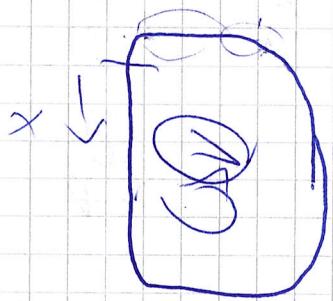
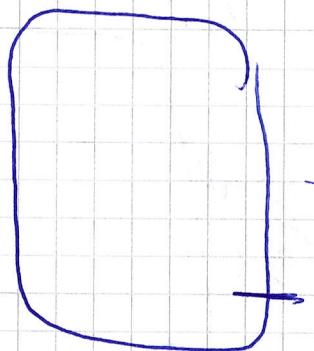
(abschließen)

- C++ & C# hub

komplett u. verkleben
und initialisieren

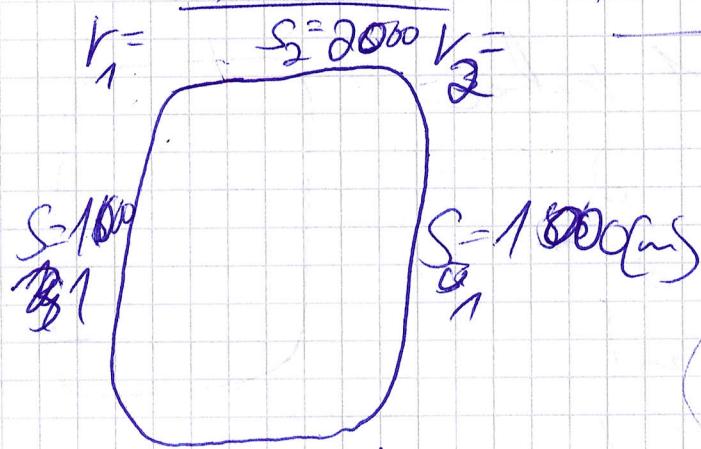
3) № 3: -Diagramme
ausarbeiten

- Testplanung
- Lusterheft



S1/6

Strecke 1



$$r_2 \quad s_2 = 1000 \quad v =$$

Mg:

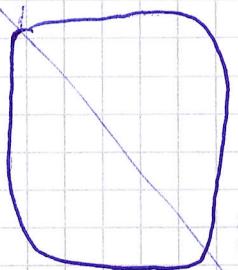
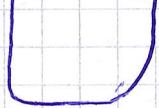


$$\Rightarrow F_r = F_f$$

$$\mu \cdot F_N = m \frac{v^2}{r} \quad | \quad \frac{v^2}{r} = a_x$$

$$\mu \cdot mg = m \frac{v^2}{r} \quad (\rightarrow \sqrt{\mu g r} = v_{\max})$$

Fliegender Start



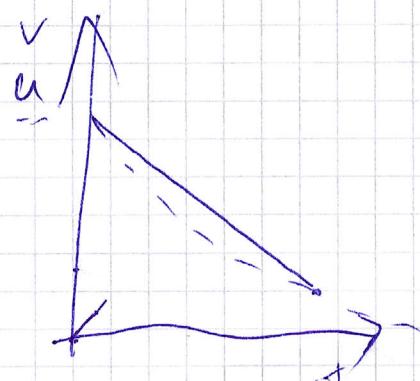
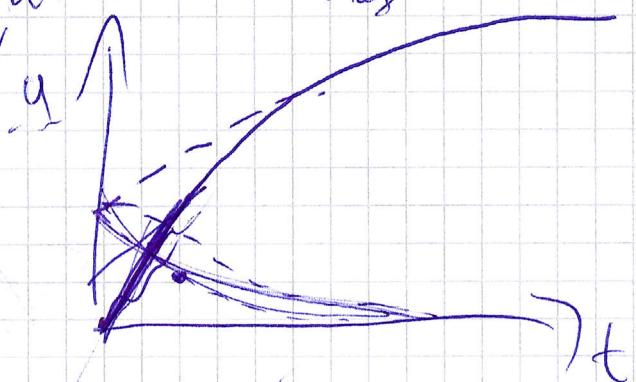
$$\text{Berechnung } a(v) = \frac{v_{\max}}{v_{\max} - v}$$

$$a(v) = \frac{v_{\max}}{v_{\max} - v} (v_{\max} - v)$$

$$a(v) = \frac{a_{\max}}{a_{\max} - a_{\min}} (a_{\max} - a_{\min})$$

$$a(v) = a_{\max} \cdot e^{-\frac{v}{v_{\max}}}$$

SSh:



S2/6

Festlegung: 0-100 \rightarrow das $t: a_{13}$
linear $\Rightarrow a_{max}$ dann (!)

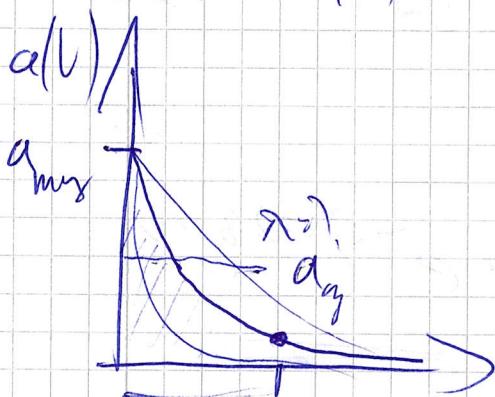
dann

$$V = a \cdot t \Rightarrow a_{0-100} = \frac{V_{0-100}}{t}$$

$$\Rightarrow a_{0-100} = \frac{27,7778 \frac{m}{s}}{t}$$

$$\Rightarrow a_{0-\infty} = \frac{27,7778 \frac{m}{s}}{2,5 s} \approx 11,1111 \frac{m}{s^2} = a_{max}$$

$$\Rightarrow a(V) = 11,1111 \frac{m}{s^2} \cdot e^{-\lambda V}$$



0-100 p/kW!
~~ab - ab~~ bei Welle

$$a_{b-c} = \frac{c-b}{t_{b-c}} = a_{b-c} = \frac{83333 \frac{m}{s}}{13,6 s} \approx 6,1275 \frac{m}{s^2}$$

$$a_{b-c, \text{eff}} = \frac{1}{c-b} \int_b^c (a_{max} \cdot e^{-\lambda v}) dv \quad \begin{array}{l} \text{[Numerisch]} \\ \text{Erlaubt alle} \\ \text{bruch Zahlen} \end{array}$$

$$\Leftrightarrow a_{b-c, \text{eff}} = \frac{1}{c-b} \left[\frac{a_{max}}{\lambda} e^{-\lambda v} \right]_b^c$$

$$\Rightarrow a_{b-c, \text{eff}} = \frac{1}{c-b} \left(\frac{-a_{max}}{\lambda} e^{-\lambda c} + \frac{a_{max}}{\lambda} e^{-\lambda b} \right) = a_{b-c}$$

$$\Leftrightarrow (c-b) a_{b-c} = (e^{-\lambda b} - e^{-\lambda c}) \cdot \frac{a_{max}}{\lambda}$$

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S3/6

$$\Leftrightarrow (c-b) a_{b-c} = (e^{-\lambda b} - e^{-\lambda c}) \cdot \frac{a_{\max}}{\lambda}$$

$$\Leftrightarrow \frac{(c-b) a_{b-c}}{a_{\max}} = e^{-\lambda b} - e^{-\lambda c}$$

$$\Leftrightarrow \frac{(c-b) a_{b-c}}{a_{\max}} \cdot \lambda + e^{-\lambda c} - e^{-\lambda b} = 0$$

Newton - QNS - Verfahren

Genauigkeit:
 $\pm 0,01$

$$\xrightarrow{\text{Bsp}} \frac{33,333 \frac{\text{m}}{\text{s}} \cdot 6,1275 \frac{\text{m}}{\text{s}^2}}{11,1111 \frac{\text{m}}{\text{s}^2}} \cdot \lambda + e^{-\lambda} = 0$$

$$\Rightarrow \text{Numerisch: } \lambda = \underline{\underline{0,028}}$$

$$\Rightarrow \underline{\underline{d_{\text{besch}}(v) = 11,1111 \cdot e^{-0,028 \cdot v}}}$$

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$$a_{\text{brems}}(v) = a_{\text{Lu}}(v) + a_{\text{Brems}} + a_{\text{Rollen}}$$

$$= a(v)$$



Bremsse: a_{Brems}

$$\text{Luftwiderstand: } \cancel{\gamma} \text{ Luft} V_{\text{Lu}}^2 = a_{\text{Lu}}(v)$$

$$\begin{aligned} F &\propto v^2 \\ F &= ma \\ a &\propto v^2 \end{aligned}$$

Rollwiderstand: Konst a_{Rollen}

$$\Rightarrow a_{\text{brems}}(v) = \cancel{\gamma} V_{\text{Lu}}^2 + a_{\text{Brems}} + a_{\text{Rollen}}$$

Resultat: $\lambda / a_{\text{Brems}} / a_{\text{Lu}}$

\Rightarrow Benutzer legt a_{Rollen} direkt fest

$$(\text{Richtwert: } -1 \frac{\text{m}}{\text{s}^2})$$

$$a_{\text{Lu}}(v) = C_{\text{Lu}} \cdot A \cdot \frac{1}{2} g \cdot v^2 \quad F = m \cdot a \quad F$$

$$\Rightarrow a(v) = \frac{C_{\text{Lu}} \cdot A \cdot \frac{1}{2} g v^2}{\lambda} \quad \Rightarrow a = \frac{C_{\text{Lu}} \cdot A \cdot g}{2m} \quad \Rightarrow \lambda = \frac{C_{\text{Lu}} \cdot A \cdot g}{2m}$$

$$a_{\text{Brems}} \cancel{= \frac{F}{m}} \quad s = \frac{1}{2} a t^2 = \frac{(dv)^2}{2 a_{\text{Lu}}} = S$$

$$\Rightarrow \sqrt{2as} = \Delta v = (v_2 - v_1)$$

$$\Rightarrow \frac{(v_2 - v_1)^2}{2s} = a_{1-2} \stackrel{!}{=} a_{\text{brems}} \Rightarrow \text{Benutzer muss } \Delta v \text{ f\"ur } S \text{ angeben}$$

$$\Rightarrow a_{\text{brems}}(v) = \cancel{\frac{C_{\text{Lu}} \cdot A \cdot g}{2m} \cdot v^2} + \frac{\Delta v}{2s} + a_{\text{Rollen}}$$

Beschleunigungsformeln Allgemein:

$$a > 0 : \quad a(v) = a_{\max} e^{-\lambda v}$$

$$a_{\max} : \quad a_{\max} = \frac{v_{0-100}}{t_{0-100}} = \frac{27,7778 \frac{m}{s}}{t_{0-100}}$$

$$\lambda : \quad \frac{(c-b)}{c-b} \cdot a_{b-c} \cdot \lambda + e^{-\lambda c} - e^{-\lambda b} = 0$$

$$a_{b-c} = \frac{a_{\max}}{t_{b-c}}$$

$\rightarrow \lambda$ muss numerisch gelöst werden

Benutzerangabe: $t_{0-100}; b; c; t_{b-c}$

$a < 0 :$

$$a(v) = \frac{c_w \cdot A \cdot s_c}{2m} \cdot v^2 + \frac{(d-c)}{2s_{d-c}} + a_{\text{Rollen}}$$

Benutzerangaben: $c_w; A; s_c; m; d; c; s_{d-c}; a_{\text{Rollen}}$

Kurven:

$$v_{\max} = \sqrt{\mu g r}$$

Benutzerangaben: $\mu; g$

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