Fundamental Equations of Statics

Cartesian Vector

$$\mathbf{A} = A_x\mathbf{i} + A_y\mathbf{j} + A_z\mathbf{k}$$

Magnitude

$$A = \sqrt{A_x^2 + A_y^2 + A_z^2}$$

Directions

$$\mathbf{u}_A = \frac{\mathbf{A}}{A} = \frac{A_x}{A}\mathbf{i} + \frac{A_y}{A}\mathbf{j} + \frac{A_z}{A}\mathbf{k}$$
$$= \cos\alpha\mathbf{i} + \cos\beta\mathbf{j} + \cos\gamma\mathbf{k}$$
$$\cos^2\alpha + \cos^2\beta + \cos^2\gamma = 1$$

Dot Product

$$\mathbf{A}\cdot\mathbf{B} = AB\cos\theta$$
$$= A_xB_x + A_yB_y + A_zB_z$$

Cross Product

$$\mathbf{C} = \mathbf{A}\times\mathbf{B} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

Cartesian Position Vector

$$\mathbf{r} = (x_2 - x_1)\mathbf{i} + (y_2 - y_1)\mathbf{j} + (z_2 - z_1)\mathbf{k}$$

Cartesian Force Vector

$$\mathbf{F} = F\mathbf{u} = F\left(\frac{\mathbf{r}}{r}\right)$$

Moment of a Force

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

Moment of a Force About a Specified Axis

$$M_a = \mathbf{u}\cdot\mathbf{r}\times\mathbf{F} = \begin{vmatrix} u_x & u_y & u_z \\ r_x & r_y & r_z \\ F_x & F_y & F_z \end{vmatrix}$$

Simplification of a Force and Couple System

$$\mathbf{F}_R = \Sigma\mathbf{F}$$
$$(\mathbf{M}_R)_O = \Sigma\mathbf{M} + \Sigma\mathbf{M}_O$$

Equilibrium

Particle

$$\Sigma F_x = 0,\ \Sigma F_y = 0,\ \Sigma F_z = 0$$

Rigid Body-Two Dimensions

$$\Sigma F_x = 0,\ \Sigma F_y = 0,\ \Sigma M_O = 0$$

Rigid Body-Three Dimensions

$$\Sigma F_x = 0,\ \Sigma F_y = 0,\ \Sigma F_z = 0$$
$$\Sigma M_{x'} = 0,\ \Sigma M_{y'} = 0,\ \Sigma M_{z'} = 0$$

Friction

Static (maximum) $F_s = \mu_s N$

Kinetic $F_k = \mu_k N$

Center of Gravity

Particles or Discrete Parts

$$\bar{r} = \frac{\Sigma\tilde{r}W}{\Sigma W}$$

Body

$$\bar{r} = \frac{\int\tilde{r}\,dW}{\int dW}$$

Area and Mass Moments of Inertia

$$I = \int r^2\,dA \qquad I = \int r^2\,dm$$

Parallel-Axis Theorem

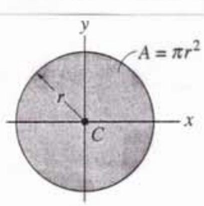
$$I = \bar{I} + Ad^2 \qquad I = \bar{I} + md^2$$

Radius of Gyration

$$k = \sqrt{\frac{I}{A}} \qquad k = \sqrt{\frac{I}{m}}$$

Virtual Work

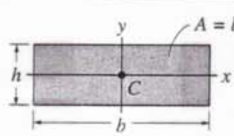
$$\delta U = 0$$



Circular area

$I_x = \frac{1}{4}\pi r^4$

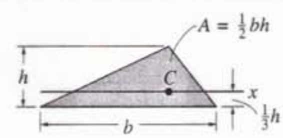
$I_y = \frac{1}{4}\pi r^4$



Rectangular area

$I_x = \frac{1}{12}bh^3$

$I_y = \frac{1}{12}hb^3$



Triangular area

$I_x = \frac{1}{36}bh^3$