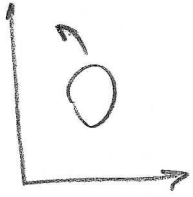
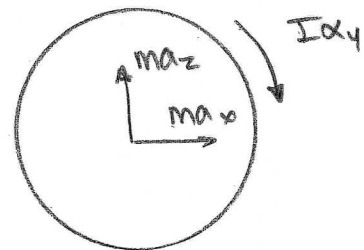
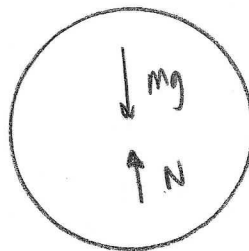
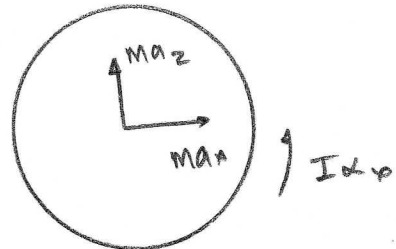
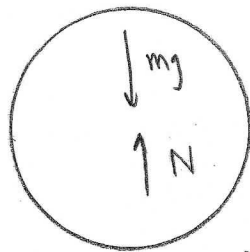
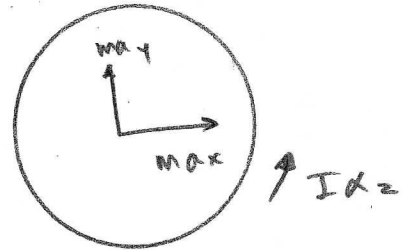
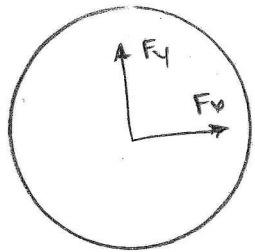


LAB 4 HAND CALCULATIONS RANVUL GOYAL



FBDs

KDS



① $\sum F_x = ma_x$

$$\frac{F_x}{m} = a_x$$

$$\frac{F_y}{m} = a_y$$

② $\sum F_z = ma_z$

$$N = mg$$

$$\sum M_y = I \alpha_y$$

$$\alpha_y = \frac{F_x \cdot r}{I}$$

③ $\sum F_z = ma_z$

$$N = mg$$

$$\sum M_x = I \alpha_x$$

$$\alpha_x = \frac{-F_y \cdot r}{I}$$

LAB 4 HAND CALCULATIONS

CONTINUED

$$\vec{v} = \begin{bmatrix} v_x \\ v_y \\ \omega_z \\ r \\ 1 \end{bmatrix}$$

$$\frac{d}{dt} \vec{v} = \begin{bmatrix} F_x/m \\ F_y/m \\ F_y r/I \\ -F_x r/I \\ v_x \\ v_y \end{bmatrix}$$

$$\vec{v}_c = \vec{v}_B + \vec{v}_{c/B}$$

$$\vec{v}_c = (v_x \hat{i} + v_y \hat{j}) + (\omega_x \hat{i} + \omega_y \hat{j}) \times -r \hat{k}$$

$$v_{cx} = (v_x - \omega_y \cdot r) \hat{i}$$

$$v_{cy} = (v_y + \omega_x \cdot r) \hat{j}$$

$$\theta = \arctan\left(\frac{v_{cy}}{v_{cx}}\right)$$

When slipping

$$|F| = \mu_k N$$

$$\vec{F}_x = \mu_k N \cos \theta \hat{i}$$

$$\vec{F}_y = \mu_k N \sin \theta \hat{j}$$

When not slipping

$$|F| = 0$$

$$\vec{F}_x = \vec{0}$$

$$\vec{F}_y = \vec{0}$$