

DIM-SAP-233 Introduction to Dynamics

SEMESTER: Spring
CREDITS: 6 ECTS (4 hrs. per week)
LANGUAGE: English
DEGREES: SAPIENS program

Course overview

Students who successfully complete this course will be able to:

- develop strategies to analyse the dynamics of particles and rigid bodies
- apply the laws of dynamics to analyse and interpret the dynamics of particles and rigid bodies
- use the computer to analyse the motions of particles and rigid bodies of open-ended problems

Prerequisites

Students are expected to have a good understanding of:

- classical mechanics (Newton's Laws, work and energy, systems of particles, and rotations);
- basic statics (forces, moments, couples; resultants of force systems; equilibrium analysis and free-body diagrams; analysis of forces acting on members of trusses, frames; Coulomb friction; centroids and center of mass);

and to:

- be familiar with curve sketching, exponential and trigonometric functions.
- be able to differentiate and integrate simple functions
- be familiar with partial derivatives and basic complex number algebra.

Course contents

- 1. Kinematics of Particles.** Mathematical preliminaries. Kinematics definitions. Rectilinear motions. Cartesian coordinates. Angular motion. Normal-tangential coordinates. Polar coordinates. Relative Motions. Constrained motion along a line.
- 2. Kinematics of Rigid Bodies.** Rigid body motions. Rotation about a fixed line. General plane motions: velocities. Instantaneous centers. General Motions: accelerations. Sliding contact motions. Motion relative to rotating axes.
- 3. Kinetics of Particles.** Basic equation of motion, free body diagrams. Rectilinear motions. Curvilinear motions. Work energy principle. Work done by particular forces. Energy conservation principles. Momentum and impulse principles. Conservation of linear momentum. Impact problems. Angular impulse and momentum.

4. **Kinetics of Rigid Bodies.** Momentum principles for a system of particles. Equations of motion. Mass moment of inertia. Work energy principles. Momentum and impulse principles.
5. **Three-Dimensional Dynamics of Rigid Bodies.** Kinematics. Euler's equations. Mass moment of inertia matrix.
6. **Introduction to Euler's equations.** Euler's equations. Euler's angles, gyroscopic systems.
7. **The simple oscillator and its applications.**
8. **Introduction to Software as a help for problem resolution.**
 - a. Matlab.
 - b. Solidworks.

Textbook

- "Engineering Mechanics: Dynamics", 7th edition, J. L. Meriam and L.G. Kraige.

Grading

The grade will be determined by at least two midterms (35%), homework (40%), and the final examination (25%). The exams are all closed notebook and closed textbook. The course will not be graded on a curve, i.e., there is no bound on the numbers of A's, B's, C's etc.

In some special cases, and explicitly agreed between the student and the Professor, the final exam may be substituted by a final project.

The retake exam will bear the weight 40% on the total grade, meanwhile the midterms will have 30 % and the homework 30%. In some special cases, and explicitly agreed between the student and the Professor, the retake exam may be substituted by a final project.

Use of AI

The use of AI to create entire works or relevant parts, without citing the source or the tool, or without explicit permission in the assignment description, will be considered plagiarism and will be regulated in accordance with the University General Regulations.

The use of AI is permitted exclusively for the completion of the HOMEWORK. Therefore, Level 2 of the Evaluation Scale by Perkins et al. (2024) is established: 'AI may be used for pre-task activities such as brainstorming, outlining, and initial research. This level focuses on using AI for planning, synthesis, and idea generation, but assessments should emphasize the ability to develop and refine these ideas independently.' That is, the student may use AI for planning, developing ideas, and conducting research, but the Report must demonstrate how these ideas have been developed and refined.