

Which of the following
behaviors is not possible?

(for purposes of TAM 210/211)

A) Slipping (sliding along the surface)

B) Tipping over

C) No motion

D) Melting

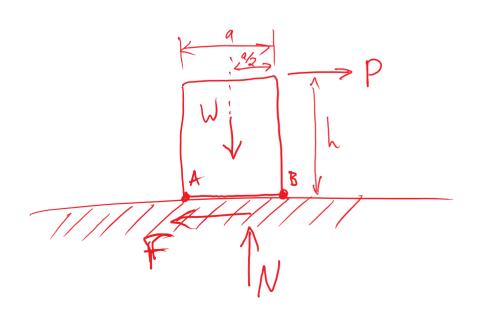
For tipping, about which point should we sum moments?

A) A

B) B

Impending motion is rotation about B. Rotation would be clockwise => (SIM)_B<0

 $2M_{B}=-P.h+\frac{9}{2}.W<0$ $P>\frac{W\cdot 9}{2h}$ Sorce to the the object



What about sliding? 2Fx +0 P-F>O for motion to the right P>F=1.N 2F,=0=>N=W tor stiding: P>NW and P< 12h D< Wig ? What if PEn.W and No motion.

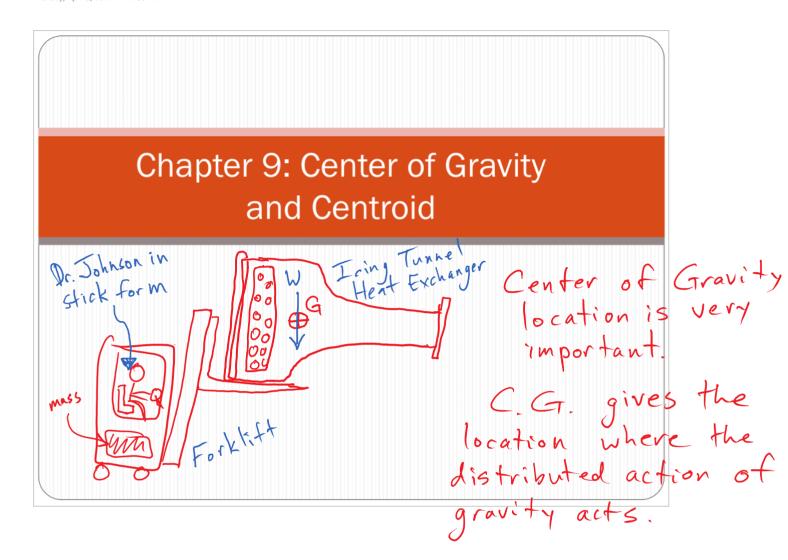
Summary for this block/surface/force

If $P \leq \mu.W$ and $P \leq \frac{W.a}{2h} \Rightarrow No motion$ If $P > \mu.W$ and $P \leq \frac{Wa}{2h} \Rightarrow Sliding$

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If P>MW and P>Wn => Tipping and sliding,
actual motion
requires analysis
beyond scope of
TAM 210/211

If PSMW and P>Win => Tipping about point B

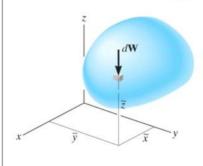


Center of gravity



To design the structure for supporting a water tank, we will need to know the weight of the tank and water as well as the locations where the resultant forces representing these distributed loads act.

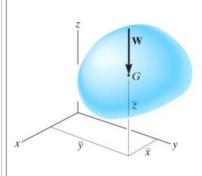
How can we determine these resultant weights and their lines of action?



A body is composed of an infinite number of particles, and so if the body is located within a gravitational field, then each of these particles will have a weight dW.

The <u>center of gravity (CG)</u> is a point, often shown as G, which locates the resultant weight of a system of particles or a solid body.

From the definition of a resultant force, the sum of moments due to individual particle weight about any point is the same as the moment due to the resultant weight located at G.



If dW is located at point $(\tilde{x}, \, \tilde{y}, \, \tilde{z})$ then

$$\bar{x} W = \int \tilde{x} \, dW$$
 $\bar{y} W = \int \tilde{y} \, dW$

position variables "~")
(note: tilde

 $\sqrt{z}W = \int \tilde{z} \, dW$

is the location of the C.C.

 $\overline{X} = \frac{\int \overline{X} \cdot dW}{\sqrt{\sqrt{\frac{1}{3}}}} = \frac{\int \overline{X} \cdot dW}{\sqrt{\sqrt{\frac{1}{3}}}}$

dimensions of force, dimensions of force, SdW? => torce SxdW? => force x length SxdW? => length SdW

Center of

$$\bar{x} = \frac{\int \tilde{x} \, dm}{\int dm}$$

$$\bar{y} = \frac{\int \tilde{y} \, dm}{\int dm}$$

$$\bar{z} = \frac{\int \tilde{z} \, dm}{\int dm}$$

Center of

Henter of Mass Mass Volume $\bar{x} = \frac{\int \tilde{x} \, dm}{\int dm} \qquad \bar{x} = \frac{\int \tilde{x} \, dV}{\int dV} \text{ are solution}$ $\bar{v} = \frac{\int \tilde{y} \, dm}{\int dm} \qquad \bar{y} = \frac{\int \tilde{y} \, dV}{\int dV}$ $\bar{v} = \frac{\int \tilde{y} \, dm}{\int dm} \qquad \bar{v} = \frac{\int \tilde{y} \, dV}{\int dV}$

$$\bar{y} = \frac{\int \tilde{y} \, dV}{\int dV}$$

$$\bar{z} = \frac{\int \tilde{z} \, dV}{\int dV}$$

Center of

Center of

Area

$$\overline{x} = \frac{\int \tilde{x} \, dA}{\int dA} \text{ of } S = \frac{\int \tilde{x} \, dA}{\int dA}$$

$$\bar{y} = \frac{\int \tilde{y} \, dA}{\int dA}$$

$$\bar{z} = \frac{\int \tilde{z} \, dA}{\int dA}$$

$$\overline{x} = \frac{\int_{0}^{\infty} x \cdot dx}{\int_{0}^{L} dx}$$

Centroid

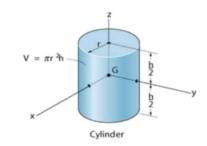
The centroid, C, is a point defining the geometric center of an object. (useful if density)

Rectangular area

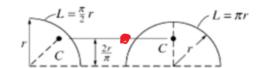
The centroid coincides with the center of mass or the center of gravity only if the material of the body is homogenous (density or specific weight is constant throughout the body).

Triangular area

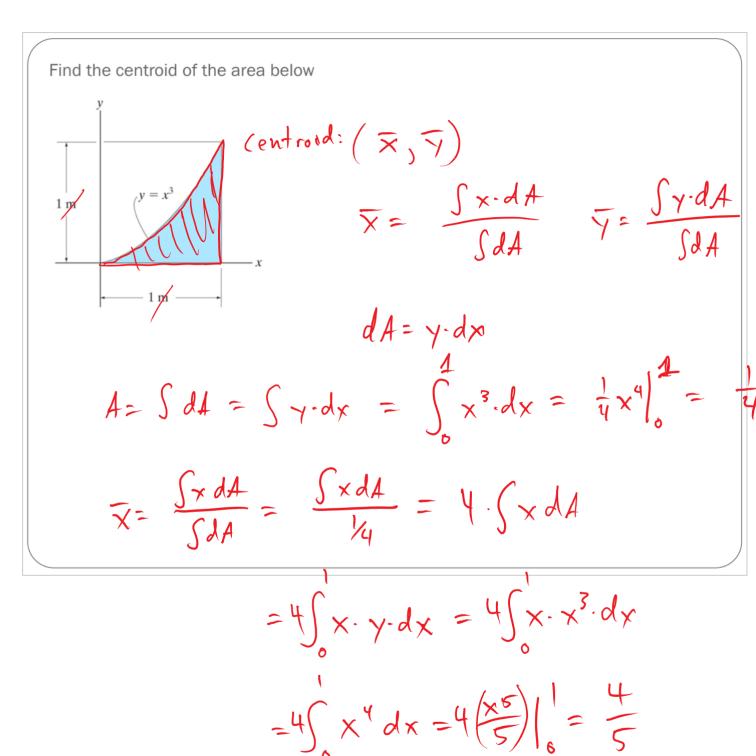
If an object has an axis of symmetry, then the centroid of object lies on that axis.



In some cases, the centroid may not be located on the object.



Quarter and semicircle arcs

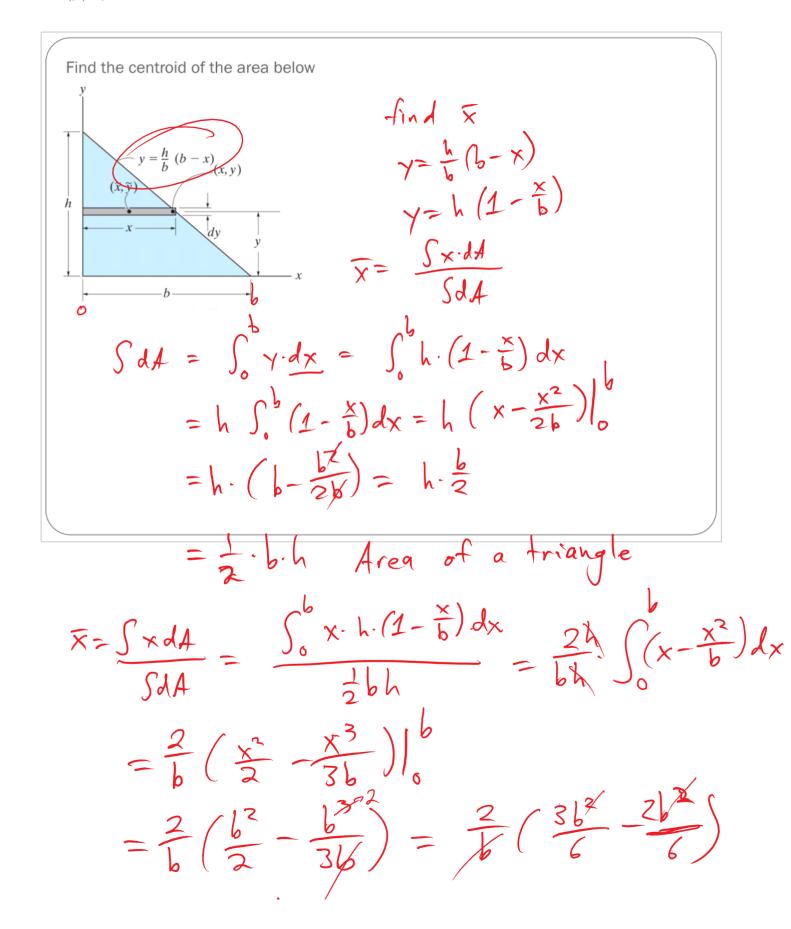


$$\overline{y} = \frac{S_{\gamma} \cdot dA}{S dA} = \frac{S_{\gamma} \cdot dA}{(k_4)} = 4 S_{\delta} \cdot y \cdot y dx$$

$$= 4 S_{\delta} \cdot x^3 \cdot x^3 \cdot dx = 4 S_{\delta} \cdot x^6 \cdot dx = 4 \cdot \frac{x^7}{7} |_{\delta} = \frac{4}{7}$$

$$\overline{y} = \frac{4}{7}$$

$$(\overline{x}, \overline{y}) = (\frac{4}{5}, \frac{4}{7}) M$$



$$=\frac{26}{6}=\frac{6}{3}$$

$$=\frac{26}{3}$$

Similarly, it can be shown that $\overline{y} = \frac{\lambda}{3}$