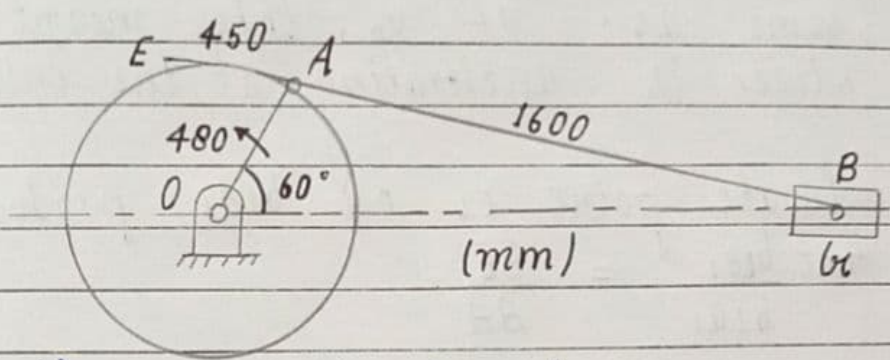


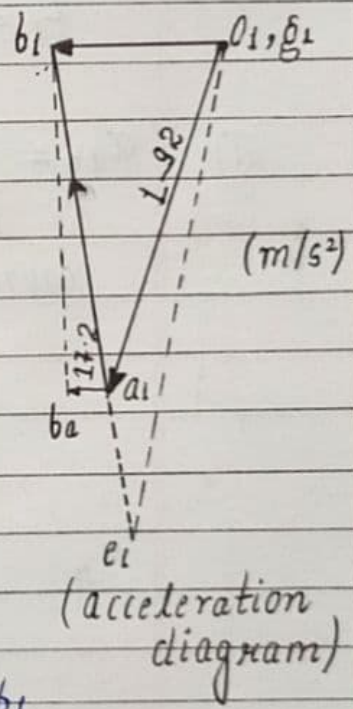
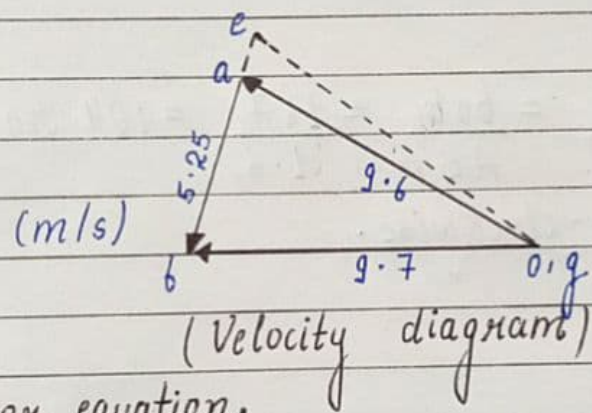
4.2.22

ASSIGNMENT - 4

1.



Sol: $V_a = 20 \times 0.48 = 9.6 \text{ m/s}$



vector equation,

$$f_{b0} = f_{ba} + f_{a0}$$

$$\text{or, } f_{bg} = f_{a0} + f_{ba}$$

$$= f_{a0}^c + f_{ba}^c + f_{ba}^t$$

$$\text{or, } g_1 b_1 = o_1 a_1 + a_1 b_1 + b_1 a_1$$

vector	Magnitude (m/s ²)	Direction	Sense
f_{a0}^c or $o_1 a_1$	$\frac{(oa)^2}{OA} = \frac{(9.6)^2}{0.48} = 192$	OA	→ O
f_{ba}^c or $a_1 b_1$	$\frac{(ab)^2}{AB} = \frac{(5.25)^2}{1.60}$	AB	→ A
f_{ba}^t or $b_1 a_1$	-	⊥ AB	-
f_{bg} or $g_1 b_1$	-	to slider motion	-

$$i). \quad f_b = g_{1b1} = 72 \text{ m/s}^2$$

As the dirn of acceleration f_b is the same as of v_b , this means the slider is accelerating at the instant.

$$ii) \quad \text{Locate point } e_1 \text{ on } b_{1a_1} \text{ produced such that } \frac{b_1 e_1}{b_1 a_1} = \frac{BE}{BA}$$

$$f_e = a_{1e_1} = 236 \text{ m/s}^2$$

$$iii) \quad \alpha_{ab} = \frac{f_{ba}^t}{AB} = \frac{b_a b_1}{AB} = \frac{167}{1.6} = 104 \text{ rad/s}^2$$

counter-clockwise.