

Statics of Particles

Particle

Force on Particle

Vectors

Law of Sines

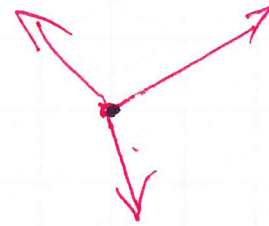
Law of Cosines

Addition of Vectors - Resultants

Resultant of Several ^{Concurrent} Forces

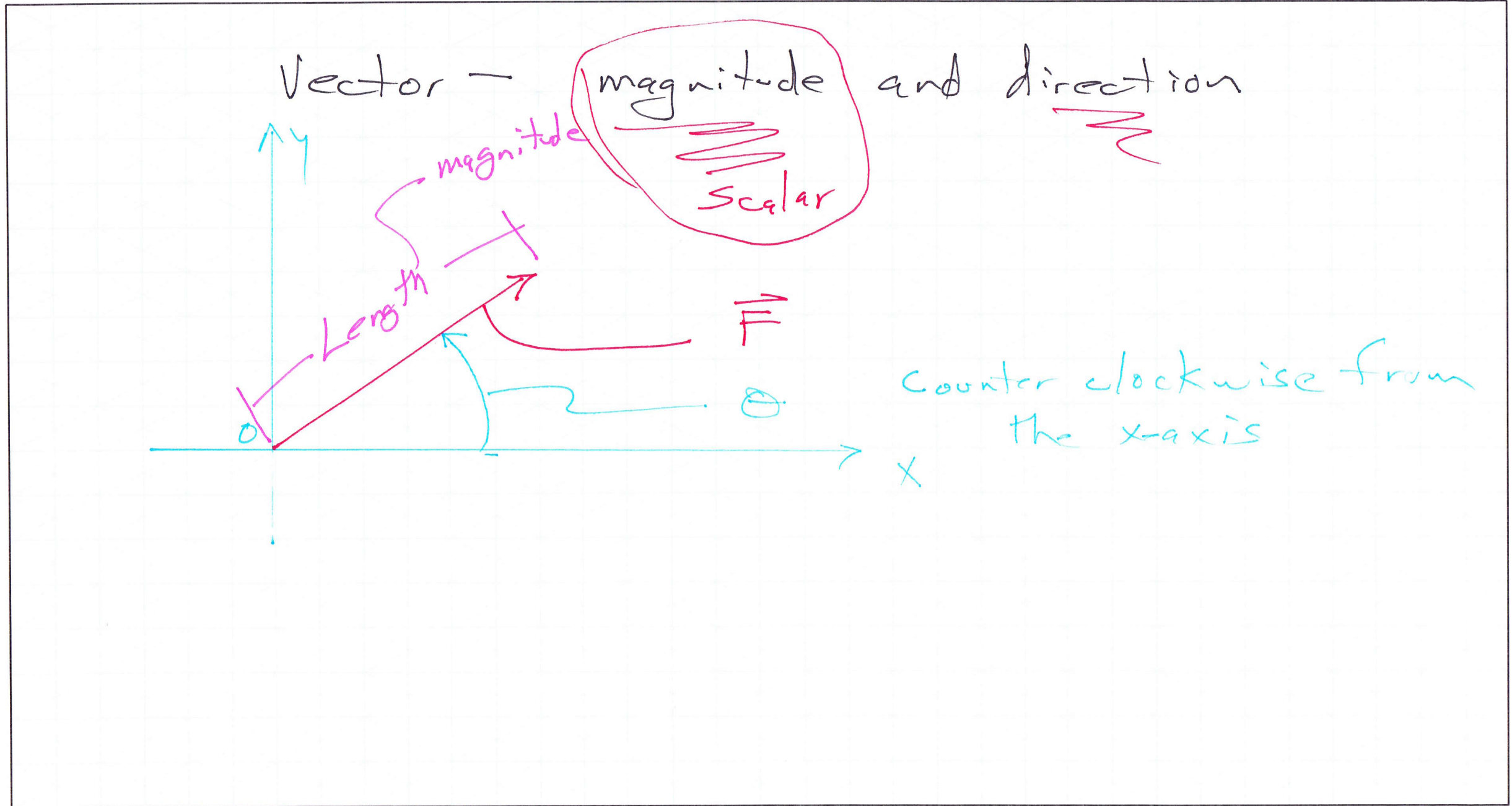
Components

Particle —



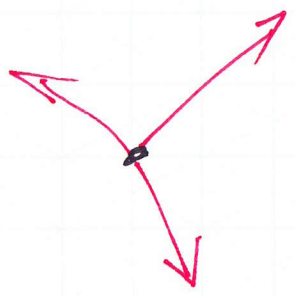
Force on a Particle —



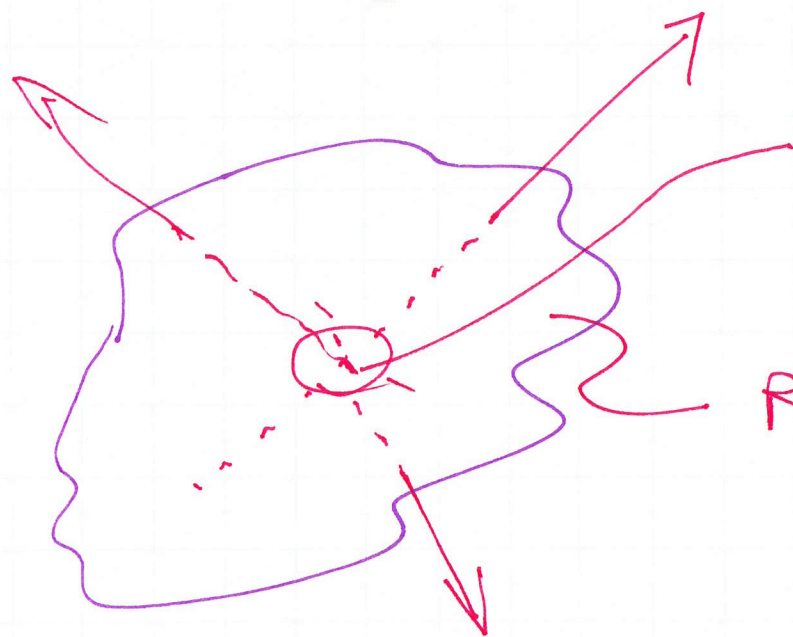


Concurrent Forces

Lines of action of all of the forces would intersect at the same point



or



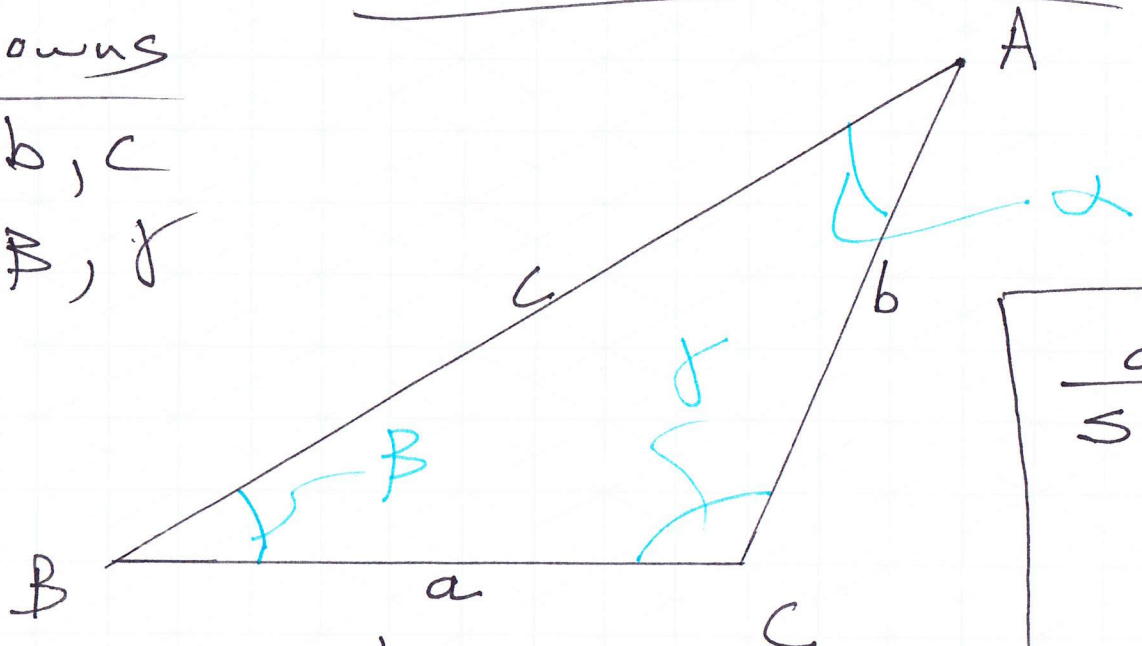
Point of intersection
Point of concurrency

Rigid Body

6 unknowns

a, b, c
 α, β, γ

Law of Sines



A, B, C points
 a, b, c length of the sides
 α, β, γ angles associated with the triangle

$$\frac{a}{\sin \alpha} = \frac{b}{\sin \beta} = \frac{c}{\sin \gamma}$$

$$\frac{a}{\sin \alpha} = \frac{b}{\sin \beta} \quad (1)$$

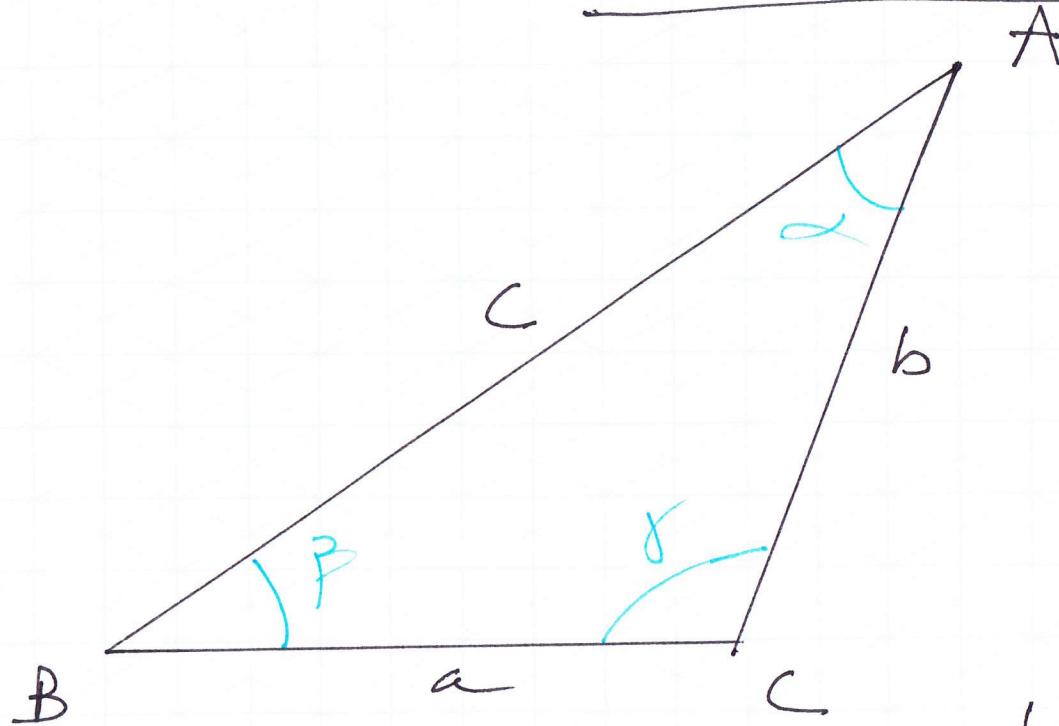
$$\frac{b}{\sin \beta} = \frac{c}{\sin \gamma} \quad (2)$$

$$\frac{a}{\sin \alpha} = \frac{c}{\sin \gamma} \quad (3)$$

There must be 3 things specified to fully describe the triangle

One of the things that is known must be a length.

Three Knowns

Law of Cosines

$$c^2 = a^2 + b^2 - 2ab \cos A$$

$$a^2 = b^2 + c^2 - 2bc \cos B$$

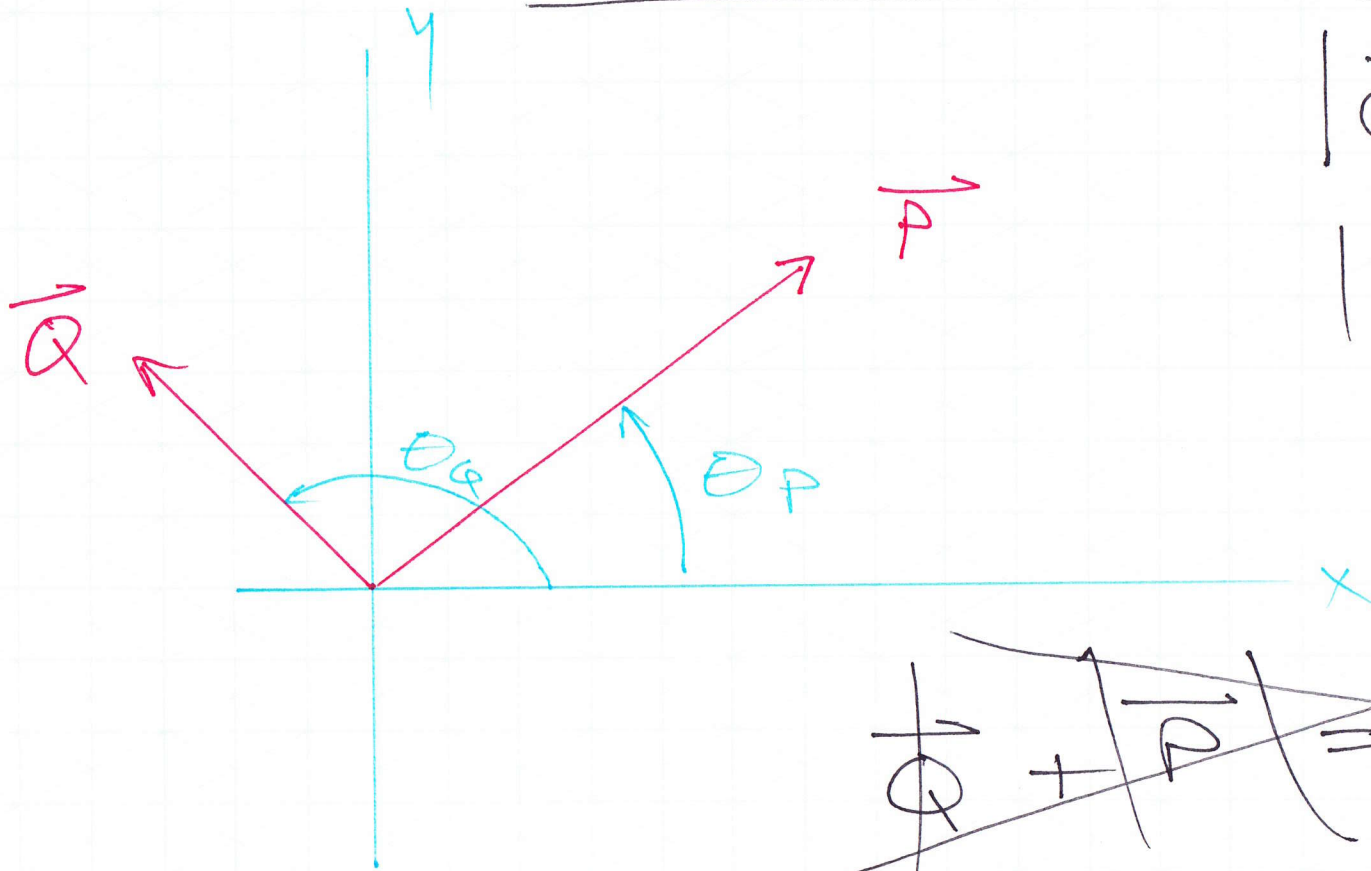
$$b^2 = a^2 + c^2 - 2ac \cos C$$

3 equations

6 unknowns

3 equations

Addition of Concurrent Vectors



$$|\vec{Q}| = \text{magnitude of } \vec{Q}$$

$$|\vec{P}| = \text{magnitude of } \vec{P}$$

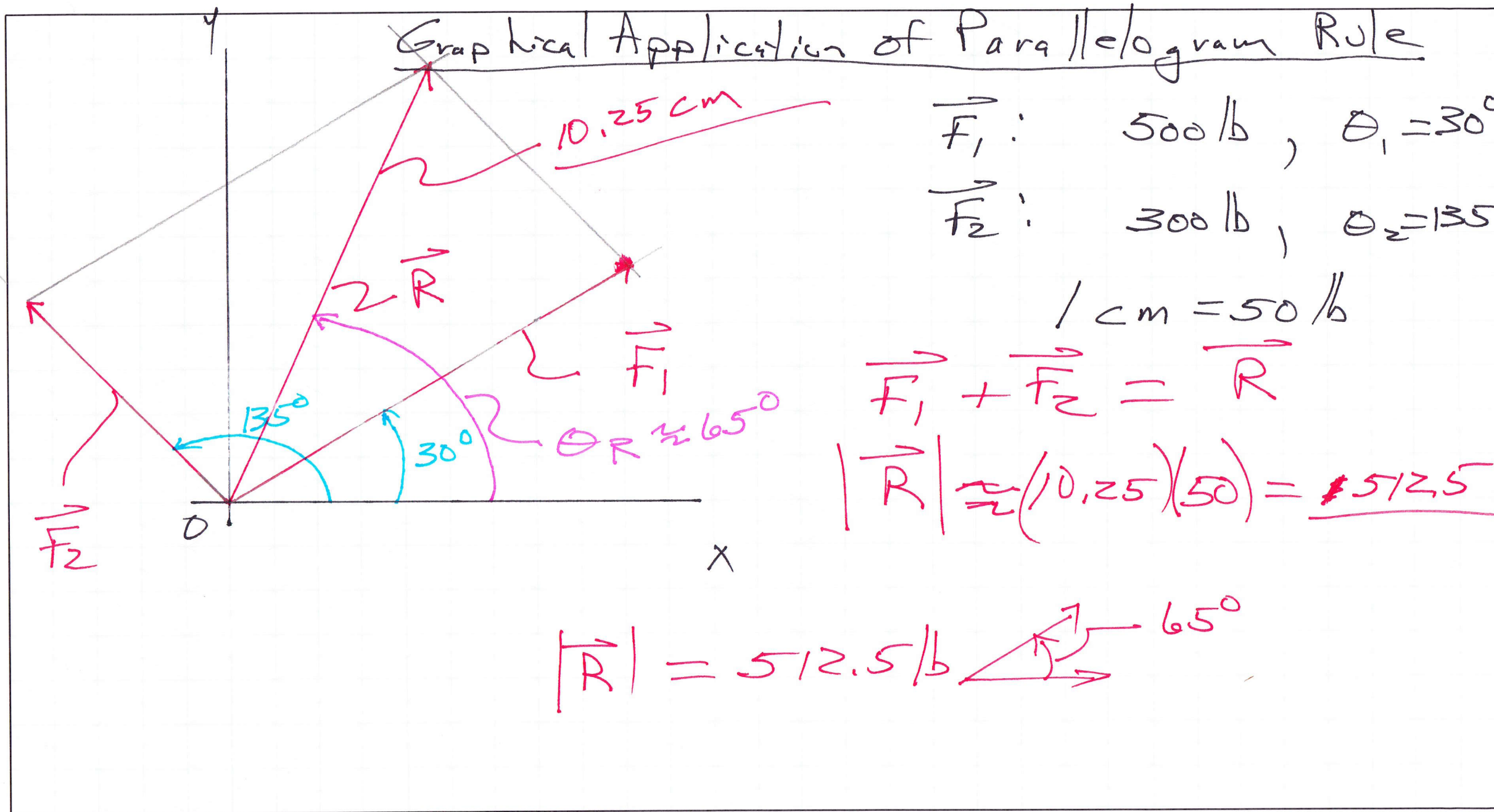


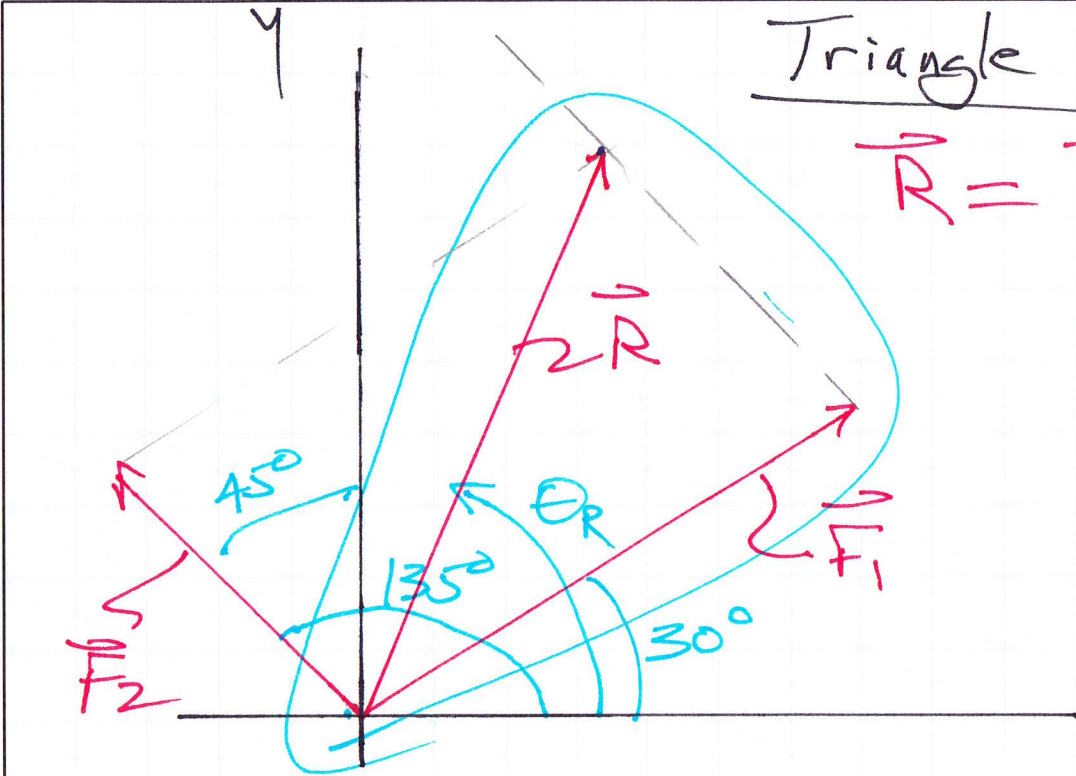
~~$$|\vec{Q}| + |\vec{P}| = |\vec{Q}| + |\vec{P}|$$~~

Parallelogram Rule — two concurrent forces

\vec{R} — what you get when you add two vectors

$$\vec{R} = \vec{P} + \vec{Q} = \vec{Q} + \vec{P}$$



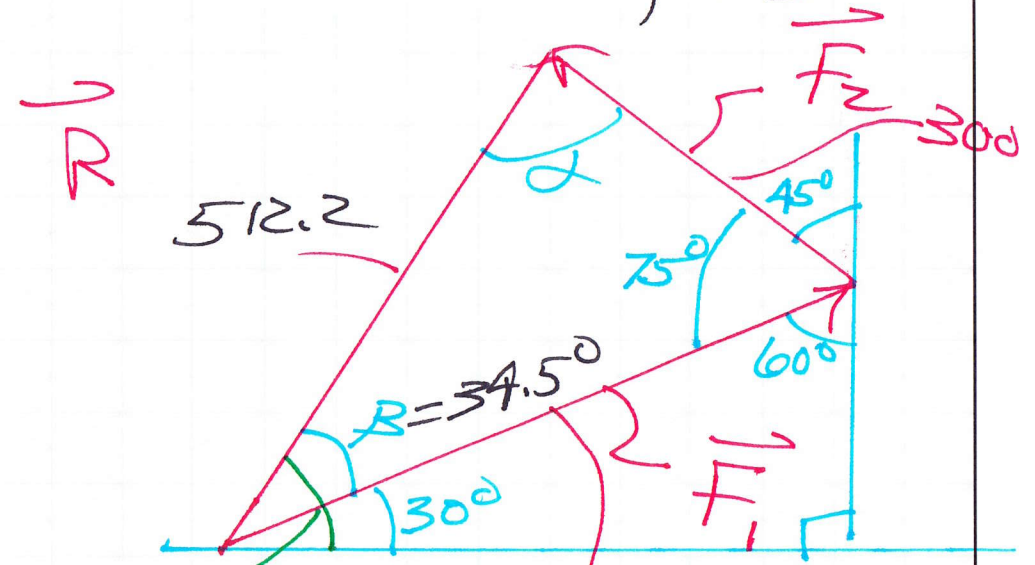


Triangle Rule

$$\vec{R} = \vec{F}_1 + \vec{F}_2$$

\vec{F}_1 : 500 lb, $\theta_1 = 30^\circ$

\vec{F}_2 : 300 lb, $\theta_2 = 135^\circ$

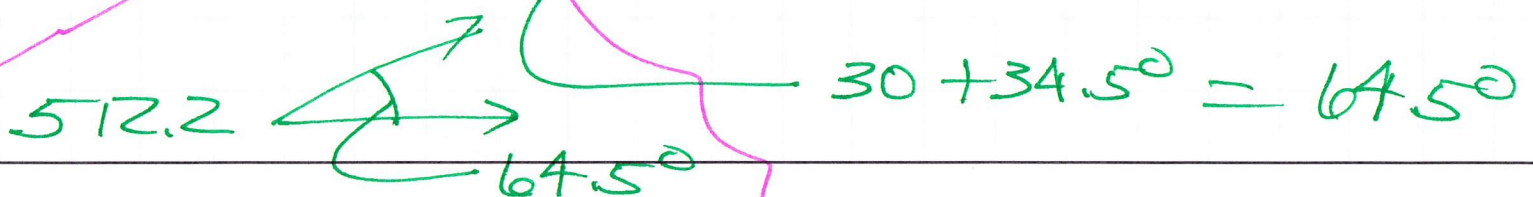


$$\frac{300}{\sin B} = \frac{512.2}{\sin 75^\circ} = \frac{500}{\sin \alpha}$$

$B = 34.5^\circ$

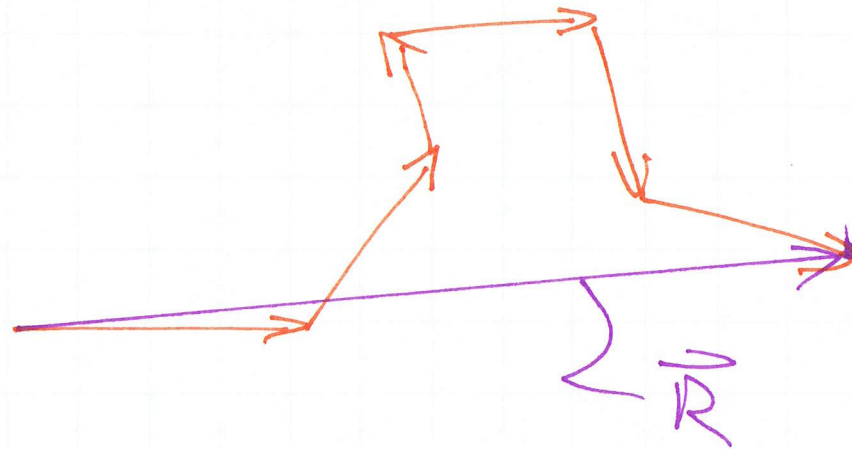
$$R = \sqrt{500^2 + 300^2 - 2(500)(300)\cos 75^\circ}$$

$$R = 512.2 \text{ lbs}$$



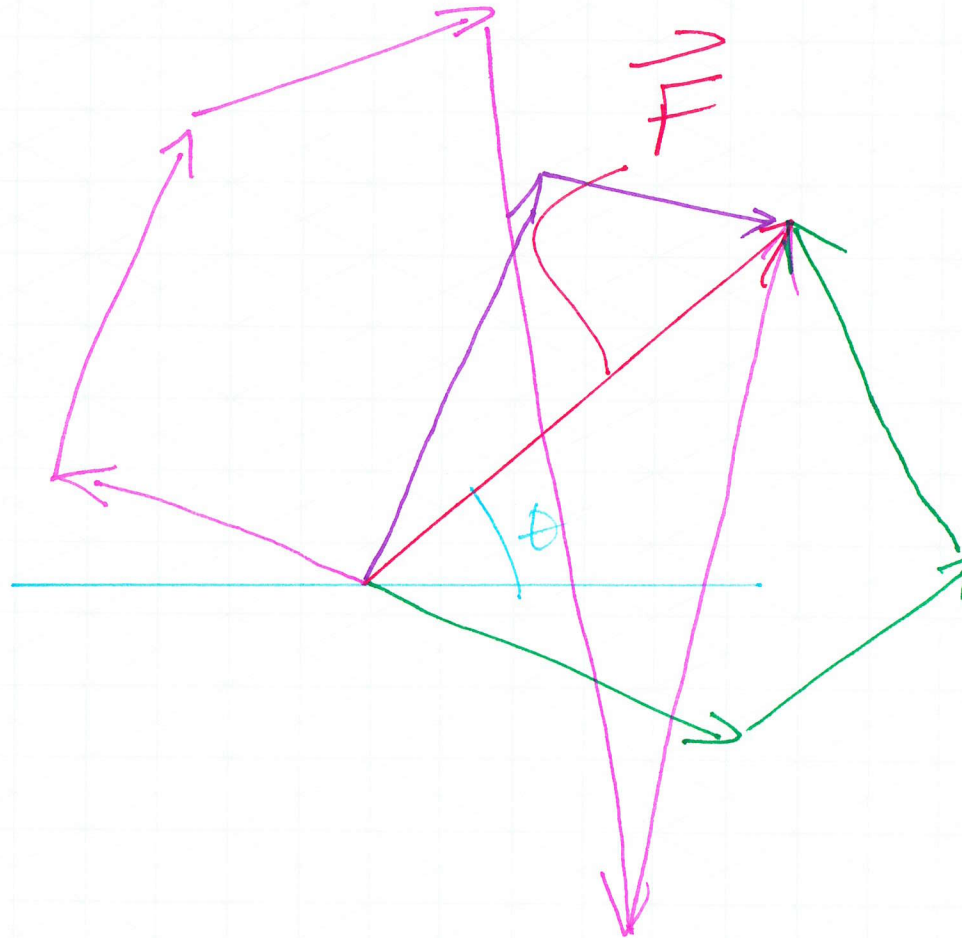
Resultant of Two or more Concurrent Vectors.

1. Add two vectors get a resultant. Then add the next to the first resultant and keep going.
2. Tip to Tail method

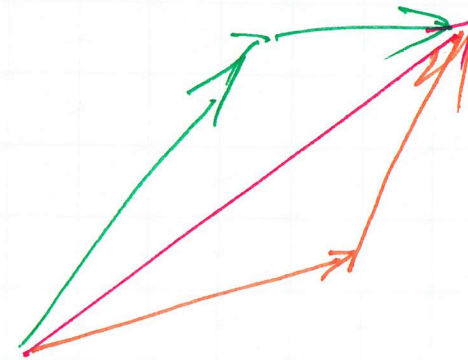


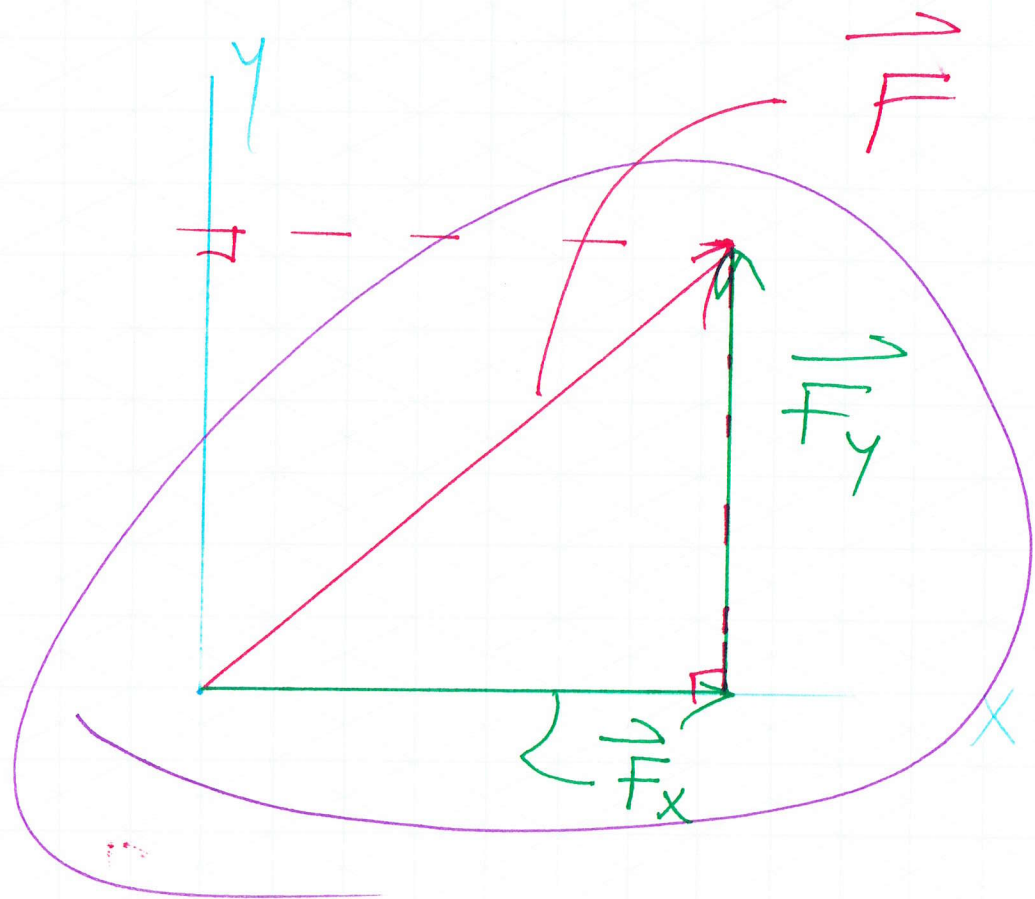
We must find
a better way

Components of a Force



The components of a force would be any combination of forces whose resultant is equal to \vec{F}





$$|\vec{F}| = \sqrt{|\vec{F}_x|^2 + |\vec{F}_y|^2}$$