

Administrative Details

OBJECTIVES

This course is designed to build on the material presented in ES201 and to deepen the student engineers' understanding of the kinematics and kinetics of particles and rigid bodies. In order to meet this objective a certain level of expertise in both mathematics and conservation and accounting principles are required. It will be assumed, therefore, that you have taken the prerequisite courses (ES201 and MA201) and are able to work problems involving vector mechanics, calculus and equilibrium of particles and rigid bodies and problems involving conservation of energy, linear and angular momentum. If you are having trouble in these areas you should consult your instructor as to an appropriate course of action, but do not expect him or her to devote class time to this material.

INSTRUCTOR

Lecture Instructor : Dr. Chambers
Office : D-109
Phone : x-8904

COURSE TESTING

The examinations will be closed book and closed notes. However, *one* 8.5" x 11" sheet with notes written on *one* side *or* the FE equation page will be permitted. This sheet must be signed and turned in with each exam. Students found with any additional notes or crib material will receive a zero for the examination. **No makeup examinations will be given.** If an examination is missed with an approved excuse, the grade received on the final examination will also be used for the missed exam.

FINAL COURSE GRADE

Your final course grade will be based upon the following weighted average:

Homework/Quizzes	15%
Laboratory	10%
Examinations 3 @ 15%	45%
Final Examination	<u>30%</u>
	100%

TEXT

Vector Mechanics for Engineers, Dynamics, 6th Ed., by Beer and Johnston, McGraw-Hill, 1996.

REFERENCES

Dynamics - Engineering Mechanics, 1st Ed., by Bedford and Fowler, Addison-Wesley, 1995
Engineering Mechanics, Vol. 2, Dynamics, 2nd Ed., by Meriam & Kraige, Combined SI/English version, J. Wiley & Sons, 1986.
Engineering Mechanics, Statics and Dynamics, 3rd. Ed., by R. C. Hibbeler, MacMillan Publishing, New York, 1983.