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Kinematics, Dynamics, and Design of Machinery, Third Edition, discusses techniques for mechanism design, chiefly rational synthesis and kinematic analysis.It presents a fresh approach to the topic and is suitable for graduate and senior undergraduate students.

The text is designed for undergraduate Mechanical Engineering courses in Kinematics and Dynamics of Machinery. It is a tool for professors who wish to develop the ability of students to formulate and solve problems involving linkages, cams, gears, robotic manipulators and other mechanisms. There is an emphasis on understanding and utilizing the implications of computed results. Students are expected to explore questions like " What do the results mean? " and " How can you improve the design? "

Kinematics, Dynamics, and Design of Machinery, Third Edition, presents a fresh approach to kinematic design and analysis and is an ideal textbook for senior undergraduates and graduates in mechanical, automotive and production engineering Presents the traditional approach to the design and analysis of kinematic problems and shows how GCP can be used to solve the same problems more simply Provides a new and simpler approach to cam design Includes an increased number of exercise problems Accompanied by a website hosting a solutions manual, teaching slides and MATLAB® programs

Kinematic and dynamic analysis are crucial to the design of mechanism and machines. In this student-friendly text, Martin presents the fundamental principles of these important disciplines in as simple a manner as possible, favoring basic theory over special constructions. Among the areas covered are the equivalent four-bar linkage; rotating vector treatment for analyzing multi-cylinder engines; and critical speeds, including torsional vibration of shafts. The book also describes methods used to manufacture disk cams, and it discusses mathematical methods for calculating the cam profile, the pressure angle, and the locations of the cam. This book is an excellent choice for courses in kinematics of machines, dynamics of machines, and machine design and vibrations.

The study of the kinematics and dynamics of machines lies at the very core of a mechanical engineering background. Although tremendous advances have been made in the computational and design tools now available, little has changed in the way the subject is presented, both in the classroom and in professional references. Fundamentals of Kinem

Theory of Machines is a comprehensive textbook for undergraduate students in Mechanical, Production, Aeronautical, Civil, Chemical and Metallurgical Engineering. It provides a clear exposition of the basic principles and reinforces the development of problem-solving skills with graded end-of-chapter problems. The book has been thoroughly updated and revised with fresh examples and exercises to conform to the syllabi requirements of the universities across the country. The book features an introduction and chapter outline for each chapter; it contains 265 multiple choice questions at the end of the book; over 300 end-of-chapter exercises; over 150 solved examples interspersed throughout the text and a glossary for ready reference to the terminology.

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"Emphasizes the industrial relevance of the subject matter, dispenses with conventional inaccurate graphical methods used in Kinematics of plane mechanisms, cams and balancing. Instead presents general vector approach for both plane and space mechanisms."--BOOK JACKET.

The concept of moving machine members during a thermodynamic cycle and the variation of displacements, velocities and accelerations forms the subject of kinematics.The study of forces that make the motion is the subject of kinetics; combining these two subjects leads to dynamics of machinery. When we include the machinery aspects such as links, kinematic chains, and mechanisms to form a given machine we have the subject of Theory of Machines. Usually this subject is introduced as a two-semester course, where kinematics and kinetics are taught simultaneously with thermodynamics or heat engines before progressing to the design of machine members. This book provides the material for first semester of a Theory of Machines- course. Th is book brings in the machine live onto the screen and explains the theory of machines concepts through animations and introduces how the problems are solved in industry to present a complete history in the shortest possible time rather than using graphical (or analytical) methods. Thus the students are introduced to the concepts through visual means which brings industrial applications by the end of the two semester program closer, and equips them better for design courses. The International Federation for promotion of Mechanism and Machine Science (IFToMM) has developed standard nomenclature and notation on Mechanism and Machine Science and this book adopts these standards so that any communication between scientists and in the classrooms across the world can make use of the same terminology. This book adopts HyperWorks MotionSolve to perform the analysis and visualizations, though the book can be used independent of the requirement of any particular software. However, having this software helps in further studies and analysis. The avis can be seen by entering the ISBN of this book at the Springer Extras website at extras.springer.com

Provides the techniques necessary to study the motion of machines, and emphasizes the application of kinematic theories to real-world machines consistent with the philosophy of engineering and technology programs. This book intends to bridge the gap between a theoretical study of kinematics and the application to practical mechanism.