

Instructions: Answer all questions. Start each answer on a fresh page. Show enough detail to communicate your thinking processes. Calculators allowed. No sharing of calculators. No mobile phones, even if switched off. Full marks: 50.

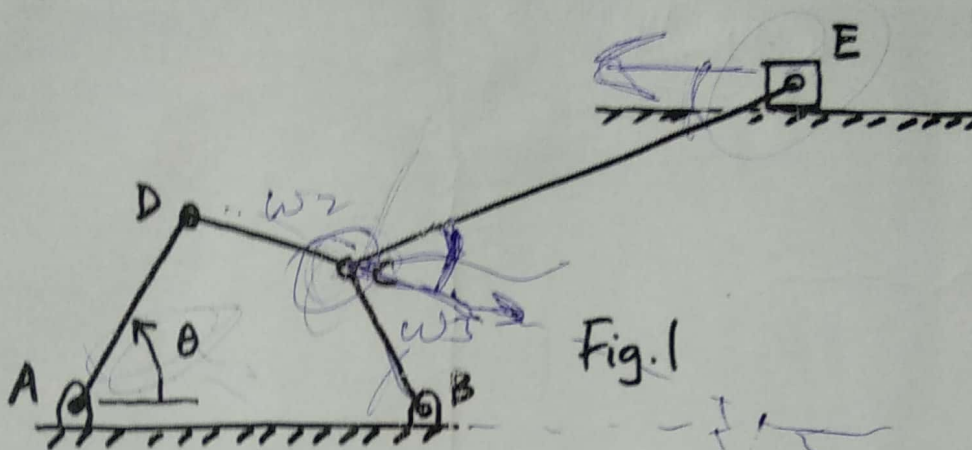


Fig. 1

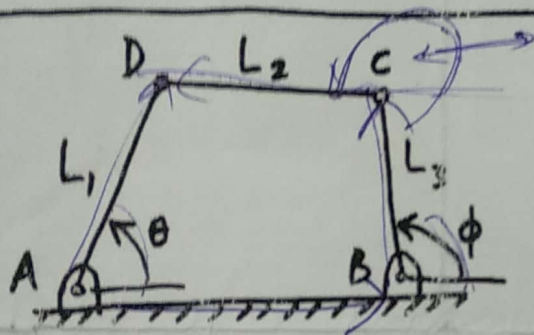


Fig. 2

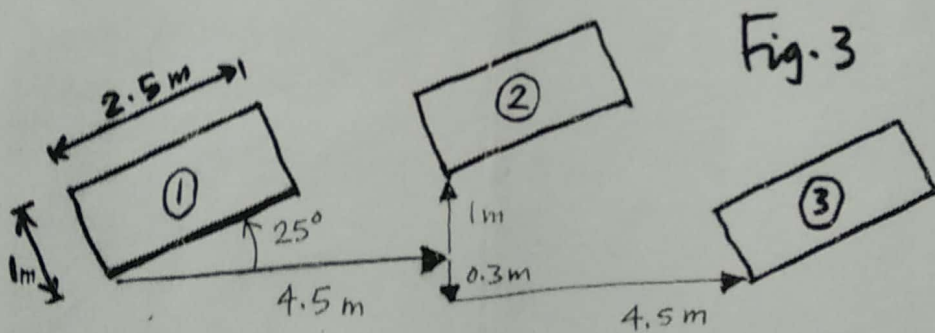


Fig. 3

- See figure 1. AB is horizontal, the x axis is along AB, and A is at the origin. The coordinates of B, C and D are (1,0), (0.7,0.6) and (0.3,0.7) respectively at some instant of interest. At that same instant, the coordinates of slider E are (4.0,1.2), and E can move horizontally only. The angle  $\theta$  increases at a constant rate of 1 rad/s. Find the velocity and acceleration of slider E. (10 marks)
- What is the range of horizontal motion of slider E for the above linkage? (10 marks)
- See figure 2. AB has length unity. We will try function generation by matching three points. At  $\theta = 1.22, 1.75$  and  $2.09$  radians, we want  $\phi = 1.75, 2.44$  and  $2.97$  radians respectively. Find the lengths  $L_1, L_2,$  and  $L_3$ . Sketch the resulting linkage when  $\theta = 1.22$  radians. (10 marks)
- What are the limits of motion for link  $L_1$  (angle  $\theta$ ) for the above linkage? (5 marks)
- A rectangular object of size 1 m by 2.5 m has to be moved through three positions as shown in figure 3. The angular orientation is the same at all three positions. The motion is to be achieved using a four-bar linkage. Choose two hinge points on the moving object, and find appropriate fixed hinge points on ground, so that the desired motion can be achieved. Compute locations using a calculator and show all relevant quantities on a sketch. (10 marks)
- What is kinematic inversion? Explain with two examples of inversion of any linkage of your choice, with sketches, and in about 5-8 lines. (5 marks)