

**STATE UNIVERSITY OF NEW YORK  
COLLEGE OF TECHNOLOGY  
CANTON, NEW YORK**



**MASTER SYLLABUS**

**COURSE NUMBER – COURSE NAME  
ENGS 202 – Dynamics**

**Created by: Arthur Hurlbut, Ph.D., P.E.**

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**Canino School of Engineering Technology**

**Department: Engineering Science**

**Semester/Year: Fall/2018**

A. **TITLE:** Dynamics

B. **COURSE NUMBER:** ENGS 202

C. **CREDIT HOURS:** (Hours of Lecture, Laboratory, Recitation, Tutorial, Activity)

# Credit Hours: 3

# Lecture Hours: 3 per week

# Lab Hours: per week

Other: per week

Course Length: 15 Weeks

D. **WRITING INTENSIVE COURSE:** Yes  No

E. **GER CATEGORY:** None:  Yes: GER  
*If course satisfies more than one:* GER

F. **SEMESTER(S) OFFERED:** Fall  Spring  Fall & Spring

G. **COURSE DESCRIPTION:**

This course is a vector approach to the solution of dynamics problems involving rectilinear motion, curvilinear motion, kinetics of particles, kinematics of rigid bodies and plane motion of rigid bodies. Newton's Laws, Work and Energy, Impulse and Momentum and Energy and Momentum Principles are used in the solutions.

H. **PRE-REQUISITES:** None  Yes  If yes, list below:

ENGS 201: Statics

**CO-REQUISITES:** None  Yes  If yes, list below:

**I. STUDENT LEARNING OUTCOMES: (see key below)**

By the end of this course, the student will be able to:

| <u>Course Student Learning Outcome</u><br><i>[SLO]</i>                                    | <u>Program Student Learning Outcome</u><br><i>[PSLO]</i> | <u>GER</u><br><i>[If Applicable]</i> | <u>ISLO &amp; SUBSETS</u>             |                           |
|---|--|--------------------------------------|---------------------------------------|---------------------------|
| Solve kinematic motion of particles   | a, e   |                                      | 2-Crit Think<br>ISLO<br>ISLO          | CA<br>IA<br>PS<br>Subsets |
| Express Newton's laws of motion and apply them to the solutions of dynamic forced systems | a, e   |                                      | 2-Crit Think<br>1-Comm Skills<br>ISLO | CA<br>IA<br>PS<br>W       |
| Solve kinetic and potential energy problems via conservation of energy                    | a, e   |                                      | 2-Crit Think<br>ISLO<br>ISLO          | CA<br>IA<br>PS<br>Subsets |
| Develop solutions to momentum and impulse motion.   | a, e   |                                      | 2-Crit Think<br>1-Comm Skills<br>ISLO | CA<br>IA<br>PS<br>W       |
| Use kinematics to solve rigid body mechanics for forces, velocities, and accelerations    | a, e, k  |                                      | 2-Crit Think<br>1-Comm Skills<br>ISLO | CA<br>IA<br>PS<br>W       |
| Solve systems involving angular motion.   | a, e   |                                      | 2-Crit Think<br>ISLO<br>ISLO          | CA<br>IA<br>PS<br>Subsets |
| Understand the concepts of relative velocity and acceleration in plane motion.            | a, e, k  |                                      | 2-Crit Think<br>ISLO<br>ISLO          | CA<br>IA<br>PS<br>Subsets |

| <b>KEY</b>    | <b><u>Institutional Student Learning Outcomes [ISLO 1 – 5]</u></b>  |
|---------------|---|
| <b>ISLO #</b> | <b>ISLO &amp; Subsets</b>   |
| <b>1</b>      | <b>Communication Skills</b><br>Oral [O], Written [W]  |
| <b>2</b>      | <b>Critical Thinking</b><br><i>Critical Analysis [CA], Inquiry &amp; Analysis [IA], Problem Solving [PS]</i>                    |
| <b>3</b>      | <b>Foundational Skills</b><br><i>Information Management [IM], Quantitative Lit./Reasoning [QTR]</i>                             |
| <b>4</b>      | <b>Social Responsibility</b><br><i>Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T]</i> |
| <b>5</b>      | <b>Industry, Professional, Discipline Specific Knowledge and Skills</b>   |

J. **APPLIED LEARNING COMPONENT:** Yes  No

If YES, select one or more of the following categories:

- |   |  |
|---|--|
| <input type="checkbox"/> Classroom/Lab      | <input type="checkbox"/> Civic Engagement              |
| <input type="checkbox"/> Internship         | <input type="checkbox"/> Creative Works/Senior Project |
| <input type="checkbox"/> Clinical Placement | <input type="checkbox"/> Research                      |
| <input type="checkbox"/> Practicum          | <input type="checkbox"/> Entrepreneurship              |
| <input type="checkbox"/> Service Learning   | (program, class, project)                              |
| <input type="checkbox"/> Community Service  |  |

K. **TEXTS:**

Vector Mechanics for Engineers: Dynamics, Beer and Johnston, McGraw Hill

L. **REFERENCES:**

N/A

M. **EQUIPMENT:** None  Needed:

N. **GRADING METHOD:** A-F

O. **SUGGESTED MEASUREMENT CRITERIA/METHODS:**

- Exams
- Quizzes
- Homework
- Participation

P. **DETAILED COURSE OUTLINE:**

I. Introduction to Dynamics

II. Kinematics of Particles

A. Rectilinear Motion of Particles

B. Curvilinear Motion of Particles

III. Kinetics of Particles: Force, Mass, and Acceleration

A. Newton's Second Law of Motion

B. Systems of Units

C. Equations of Motion. Dynamic Equilibrium

D. Systems of Particles. D'Alembert's Principle

E. Motion of the Mass Center of a System of Particles

F. Rectilinear Motion of a Particle

G. Curvilinear Motion of a Particle

H. Newton's Law of Gravitation

IV. Kinetics of Particles: Work and Energy

A. Introduction

B. Work of a Force

C. Kinetic Energy of a Particle. Principle of Work and Energy

- D. Applications of the Principle of Work and Energy
- E. Systems of Particles
- F. Potential Energy. Conservative Forces
- G. Conservation of Energy
- H. Power and Efficiency
- V. Kinetics of Particles: Impulse and Momentum
  - A. Principle of Impulse and Momentum
  - B. Systems of Particles
  - C. Impulsive Forces
  - D. Conservation of Momentum
  - E. Impact
  - F. Direct Central Impact
  - G. Oblique Central Impact
  - H. Problems Involving Energy and Momentum
  - I. Angular Momentum of a Particle
  - J. Angular Momentum of a System of Particles
  - K. Generalized Principle of Impulse and Momentum
  - L. Conservation of Angular Momentum
  - M. Application to Space Mechanics
- VI. Kinematics of Rigid Bodies
  - A. Introduction
  - B. Translation
  - C. Rotation About a Fixed Axis
  - D. Equations Defining the Rotation of a Rigid Body about a Fixed Axis
  - E. General Plane Motion
  - F. Absolute and Relative Velocity in Plane Motion
  - G. Instantaneous Center of Rotation in Plane Motion
  - H. Absolute and Relative Acceleration in Plane Motion
  - I. Motion about a Fixed Point
  - J. General Motion
- VII. Plane Motion of Rigid Bodies: Forces and Accelerations
  - A. Introduction
  - B. Plane Motion of a Rigid Body
  - C. Solution of Problems Involving the Plane Motion of a Rigid Body
  - D. Systems of Rigid Bodies
  - E. Constrained Plane Motion
- VIII. Plane Motion of Rigid Bodies: Energy and Momentum
  - Methods
    - A. Principle of Work and Energy for a Rigid Body
    - B. Work of Forces Acting on a Rigid Body
    - C. Kinetic Energy of a Rigid Body in Plane Motion
    - D. Systems of Rigid Bodies
    - E. Conservation of Energy
    - F. Power
    - G. Principle of Impulse and Momentum for a Rigid Body
    - H. Momentum of a Rigid Body in Plane Motion
    - I. Application of the Principle of Impulse and Momentum to the Analysis of the Plane Motion of a Rigid Body
    - J. Systems of Rigid Bodies
    - K. Conservation of Angular Momentum
    - L. Eccentric Impact

Q. **LABORATORY OUTLINE:** None  Yes