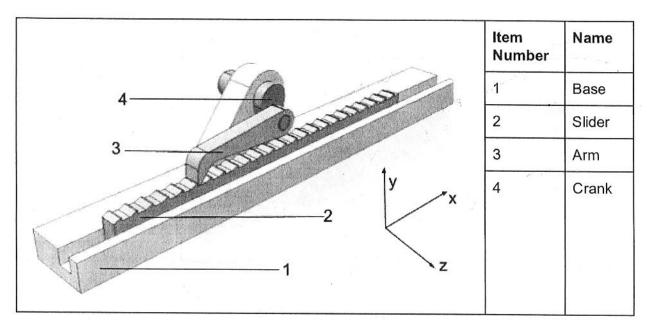
Analysis of Mechanisms

Mechanism #1

Consider the ratchet mechanism illustrated below. (You can view the animation at: https://www.youtube.com/watch?v=GSABM0GR-j8.)



1.	Which component is the		700	- 10
	a.	Driver component?	the	crark
	b.	Driven component?	the	plider
		Intermediate component? // -		

- 2. Give the type of motion and direction of motion of the
 - a. Crank notational 3
 b. Slider translational X
- 3. What type of guiding is provided by the:

 a. Base? translational ×

 b. Crank? rotational 3
- 4. Is this a motion transmission or motion transformation system? Justify your answer.
 Large of type of motion = notation

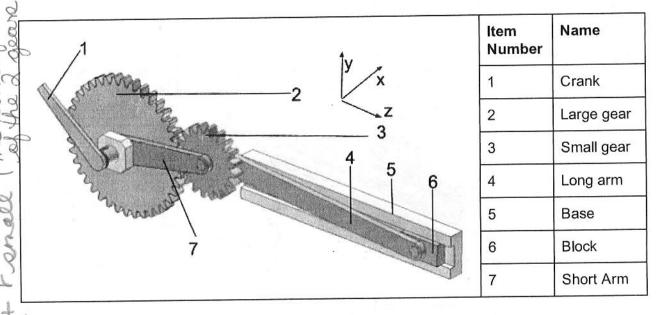
 translation
 5. Consider the link between the the arm and the crank. Explain why the link must be complete or partial.
- 6. Is this mechanism reversible? Justify your answer. * with this case the system is not key =
- 7. As it is currently set-up, the arm jumps ahead by 2 teeth with each rotation of the crank.

 What modification could be done in order for the arm to jump ahead 1 tooth with each rotation of the crank?
 - attach arm closer to the centre of rotation for

slider-crark

Mechanism #2

Consider the mechanism illustrated below. (You can view the animation at: https://www.youtube.com/watch?v=QSRgQfbgLil.)



1. Give the type of motion and direction of motion of the

- a. Crank notation X
- b. Block translation
- c. Large gear rotation X

2. Why must the link between the crank and the large gear be complete? Hey Rave to turn/notate

3. Why must the link between the short arm and the small gear be partial?

· the connection of the short arm has to rotate 4. Because of an error in manufacturing, the long arm is longer than it should be. What is a consequence of this error? How does it affect the functioning of the mechanism?

. the block may come off the base or wo

5. What parts dictates the size of the short arm? Explain.

6. Over time, the block has started to get stuck in the base. What could be done to fix this

issue?

· the wood may have warped ... pand or plane ... replace parte