



Mechanics of Machines

By W. L. Cleghorn

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Mechanics of Machines is designed for undergraduate courses in kinematics and dynamics of machines. It covers the basic concepts of gears, gear trains, the mechanics of rigid bodies, and graphical and analytical kinematic analyses of planar mechanisms. In addition, the text describes a procedure for designing disc cam mechanisms, discusses graphical and analytical force analyses and balancing of planar mechanisms, and illustrates common methods for the synthesis of mechanisms. Each chapter concludes with a selection of problems of varying length and difficulty. SI Units and US Customary Units are employed. An appendix presents twenty-six design projects based on practical, real-world engineering situations. These may be ideally solved using *Working Model* software.

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- Offers more than 140 files of interactive virtual models and video clips of a diverse assortment of machines and mechanisms
- Contains *Working Model®*, Textbook Edition, the world's most popular 2D motion software
- Includes *flux* Player VRML software to view virtual models
- Includes the Windows-based computer program, *Cam Design*, that allow one to design, animate, and evaluate disc cam mechanisms
- Provides files of scaled diagrams of mechanisms, for solving problems using

graphical analyses involving velocity, acceleration, and force

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Editorial Review

About the Author

W. L. Cleghorn is Professor and Clarice Chalmers Chair of Engineering Design at the University of Toronto. He has taught subjects in mechanics and design for over twenty years, and holds numerous teaching awards.

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