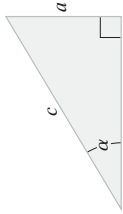


TRIGONOMETRÍA



Las funciones trigonométricas para un triángulo rectángulo son

$$\text{sen } \alpha = \frac{a}{c}, \quad \text{csc } \alpha = \frac{c}{a}, \quad \text{cos } \alpha = \frac{b}{c}, \quad \text{sec } \alpha = \frac{c}{b}, \quad \tan \alpha = \frac{a}{b}, \quad \cot \alpha = \frac{b}{a}$$

El seno y el coseno satisfacen la relación

$$\text{sen}^2 \alpha + \text{cos}^2 \alpha = 1,$$

y el seno y el coseno de la suma y la resta de dos ángulos satisfacen

$$\text{sen}(\alpha + \beta) = \text{sen } \alpha \text{ cos } \beta + \text{cos } \alpha \text{ sen } \beta,$$

$$\text{sen}(\alpha - \beta) = \text{sen } \alpha \text{ cos } \beta - \text{cos } \alpha \text{ sen } \beta,$$

$$\text{cos}(\alpha + \beta) = \text{cos } \alpha \text{ cos } \beta - \text{sen } \alpha \text{ sen } \beta,$$

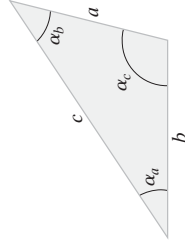
$$\text{cos}(\alpha - \beta) = \text{cos } \alpha \text{ cos } \beta + \text{sen } \alpha \text{ sen } \beta.$$

La ley de los cosenos para un triángulo arbitrario es

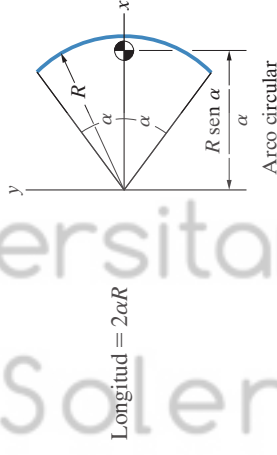
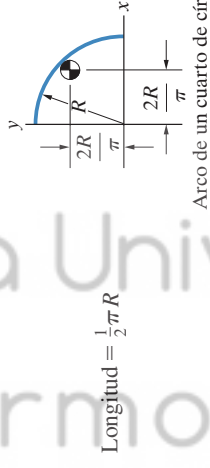
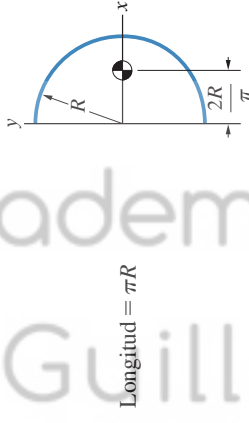
$$c^2 = a^2 + b^2 - 2ab \text{ cos } \alpha_c,$$

y la ley de los senos es

$$\frac{\text{sen } \alpha_a}{a} = \frac{\text{sen } \alpha_b}{b} = \frac{\text{sen } \alpha_c}{c}.$$



PROPIEDADES DE LÍNEAS



- Ingeniería e Idiomas -

Vector cartesiano

$$\mathbf{A} = A_x \mathbf{i} + A_y \mathbf{j} + A_z \mathbf{k}$$

Magnitud

$$A = \sqrt{A_x^2 + A_y^2 + A_z^2}$$

Direcciones

$$\begin{aligned} \mathbf{u}_A &= \frac{\mathbf{A}}{A} = \frac{A_x}{A} \mathbf{i} + \frac{A_y}{A} \mathbf{j} + \frac{A_z}{A} \mathbf{k} \\ &= \cos \alpha \mathbf{i} + \cos \beta \mathbf{j} + \cos \gamma \mathbf{k} \\ \cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma &= 1 \end{aligned}$$

Producto punto

$$\begin{aligned} \mathbf{A} \cdot \mathbf{B} &= AB \cos \theta \\ &= A_x B_x + A_y B_y + A_z B_z \end{aligned}$$

Producto cruz

$$\mathbf{C} = \mathbf{A} \times \mathbf{B} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

Vector cartesiano de posición

$$\mathbf{r} = (x_2 - x_1) \mathbf{i} + (y_2 - y_1) \mathbf{j} + (z_2 - z_1) \mathbf{k}$$

Vector cartesiano de fuerza

$$\mathbf{F} = F \mathbf{u} = F \left(\frac{\mathbf{r}}{r} \right)$$

Momento de una fuerza

$$\begin{aligned} M_o &= Fd \\ \mathbf{M}_o &= \mathbf{r} \times \mathbf{F} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ r_x & r_y & r_z \\ F_x & F_y & F_z \end{vmatrix} \end{aligned}$$

Momento de una fuerza alrededor de un eje específico

$$M_a = \mathbf{u} \cdot \mathbf{r} \times \mathbf{F} = \begin{vmatrix} u_x & u_y & u_z \\ r_x & r_y & r_z \\ F_x & F_y & F_z \end{vmatrix}$$

Simplificación de un sistema de fuerza y par

$$\begin{aligned} \mathbf{F}_R &= \Sigma \mathbf{F} \\ (\mathbf{M}_R)_O &= \Sigma \mathbf{M} + \Sigma \mathbf{M}_O \end{aligned}$$

Equilibrio

Partícula

$$\Sigma F_x = 0, \Sigma F_y = 0, \Sigma F_z = 0$$

Cuerpo rígido-dos dimensiones

$$\Sigma F_x = 0, \Sigma F_y = 0, \Sigma M_O = 0$$

Cuerpo rígido-tres dimensiones

$$\begin{aligned} \Sigma F_x = 0, \Sigma F_y = 0, \Sigma F_z = 0 \\ \Sigma M_{x'} = 0, \Sigma M_{y'} = 0, \Sigma M_{z'} = 0 \end{aligned}$$

Fricción

Estática (máxima) $F_s = \mu_s N$

Cinética $F_k = \mu_k N$

Centro de gravedad

Partículas o partes discretas

$$\bar{r} = \frac{\Sigma \tilde{r} W}{\Sigma W}$$

Cuerpo

$$\bar{r} = \frac{\int \tilde{r} dW}{\int dW}$$

Momentos de inercia de área y masa

$$I = \int r^2 dA \quad I = \int r^2 dm$$

Teorema de los ejes paralelos

$$I = \bar{I} + Ad^2 \quad I = \bar{I} + md^2$$

Radio de giro

$$k = \sqrt{\frac{I}{A}} \quad k = \sqrt{\frac{I}{m}}$$

Trabajo virtual

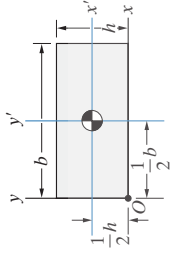
$$\delta U = 0$$

PROPIEDADES DE ÁREA

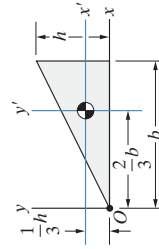
Área = bh

$$I_x = \frac{1}{3}bh^3, \quad I_y = \frac{1}{3}hb^3, \quad I_{xy} = \frac{1}{4}b^2h^2$$

$$I_{x'} = \frac{1}{12}bh^3, \quad I_{y'} = \frac{1}{12}hb^3, \quad I_{x'y'} = 0$$



Área rectangular



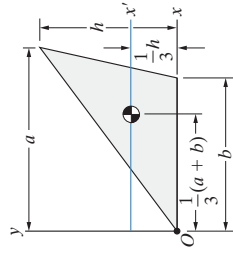
Área triangular

$$\text{Área} = \frac{1}{2}bh$$

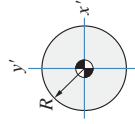
$$I_x = \frac{1}{12}bh^3, \quad I_y = \frac{1}{12}hb^3, \quad I_{xy} = \frac{1}{8}b^2h^2$$

$$I_{x'} = \frac{1}{36}bh^3, \quad I_{y'} = \frac{1}{36}hb^3, \quad I_{x'y'} = \frac{1}{72}b^2h^2$$

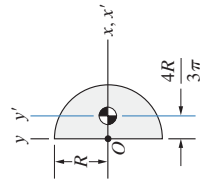
$$\text{Área} = \frac{1}{2}bh, \quad I_x = \frac{1}{12}bh^3, \quad I_{x'} = \frac{1}{36}bh^3$$



Área triangular



Área circular



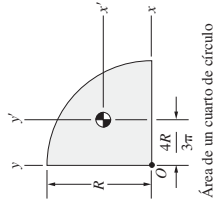
Área semicircular

$$\text{Área} = \frac{1}{2}\pi R^2, \quad I_x = I_y = \frac{1}{8}\pi R^4, \quad I_{xy} = 0$$

$$I_{x'} = \frac{1}{8}\pi R^4, \quad I_{y'} = \left(\frac{\pi}{8} - \frac{8}{9\pi}\right)R^4, \quad I_{x'y'} = 0$$

$$\text{Área} = \frac{1}{4}\pi R^2, \quad I_x = I_y = \frac{1}{16}\pi R^4, \quad I_{xy} = \frac{1}{8}R^4$$

$$I_{x'} = I_{y'} = \left(\frac{\pi}{16} - \frac{4}{9\pi}\right)R^4, \quad I_{x'y'} = \left(\frac{1}{8} - \frac{4}{9\pi}\right)R^4$$

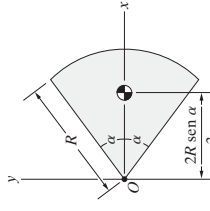


Área de un cuarto de círculo

$$\text{Área} = \alpha R^2$$

$$I_x = \frac{1}{4}R^4 \left(\alpha - \frac{1}{2} \sin 2\alpha \right), \quad I_y = \frac{1}{4}R^4 \left(\alpha + \frac{1}{2} \sin 2\alpha \right),$$

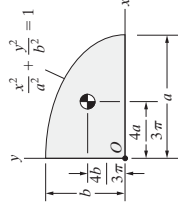
$$I_{xy} = 0$$



Sector circular

$$\text{Área} = \frac{1}{4}\pi ab$$

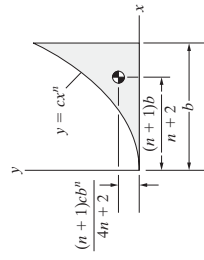
$$I_x = \frac{1}{16}\pi ab^3, \quad I_y = \frac{1}{16}\pi a^3b, \quad I_{xy} = \frac{1}{8}a^2b^2$$



Área de un cuarto de elipse

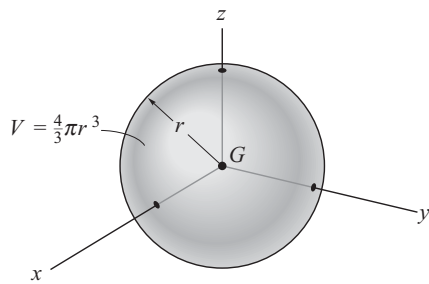
$$\text{Área} = \frac{cb^{n+1}}{n+1}$$

$$I_x = \frac{c^3b^{3n+1}}{9n+3}, \quad I_y = \frac{cb^{n+3}}{n+3}, \quad I_{xy} = \frac{c^2b^{2n+2}}{4n+4}$$



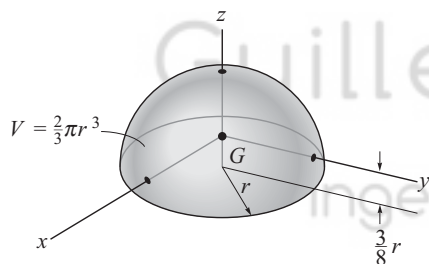
Enjunta (Sector general)

CENTROS DE VOLUMENES Y MOMENTOS DE INERCIA DE SÓLIDOS



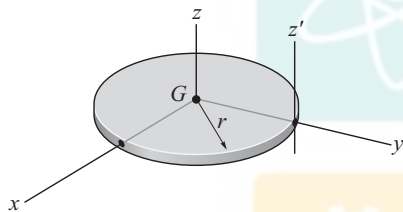
Esfera

$$I_x = I_y = I_z = \frac{2}{5} mr^2$$



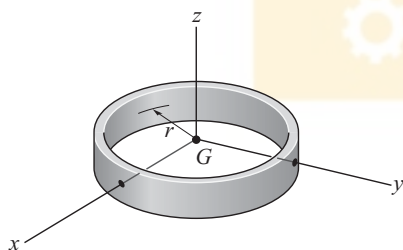
Semiesfera

$$I_{xx} = I_{yy} = 0.259 mr^2 \quad I_{zz} = \frac{2}{5} mr^2$$



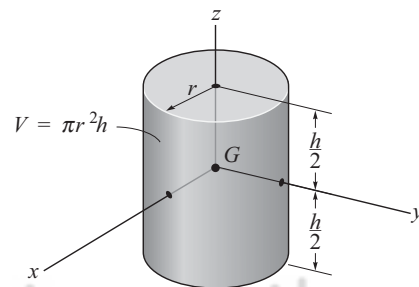
Disco circular delgado

$$I_{xx} = I_{yy} = \frac{1}{4} mr^2 \quad I_{zz} = \frac{1}{2} mr^2 \quad I_{z'z'} = \frac{3}{2} mr^2$$



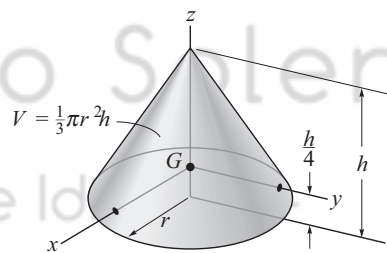
Anillo delgado

$$I_{xx} = I_{yy} = \frac{1}{2} mr^2 \quad I_{zz} = mr^2$$



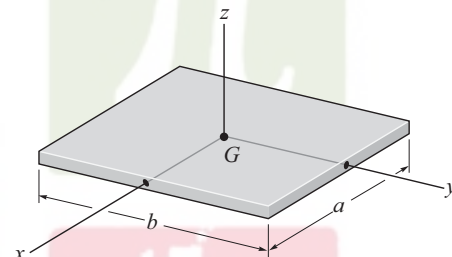
Cilindro

$$I_{xx} = I_{yy} = \frac{1}{12} m(3r^2 + h^2) \quad I_{zz} = \frac{1}{2} mr^2$$



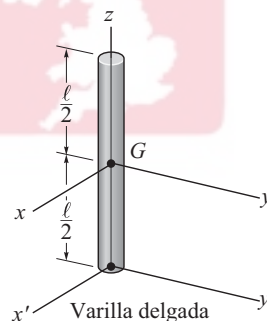
Cono

$$I_{xx} = I_{yy} = \frac{3}{80} m(4r^2 + h^2) \quad I_{zz} = \frac{3}{10} mr^2$$



Placa delgada

$$I_{xx} = \frac{1}{12} mb^2 \quad I_{yy} = \frac{1}{12} ma^2 \quad I_{zz} = \frac{1}{12} m(a^2 + b^2)$$



Varilla delgada

$$I_{xx} = I_{yy} = \frac{1}{12} m\ell^2 \quad I_{x'x'} = I_{y'y'} = \frac{1}{3} m\ell^2 \quad I_{z'z'} = 0$$