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About the Contributor
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ANSYS Workbench 2019 R2: A Tutorial Approach book introduces the readers to ANSYS Workbench 2019, one of the world's leading, widely distributed, and popular commercial CAE packages. It is used across the globe in various industries such as aerospace, automotive, manufacturing, nuclear, electronics, biomedical, and so on. ANSYS provides simulation solutions that enable designers to simulate design performance. This book covers various simulation streams of ANSYS such as Static Structural, Modal, Steady-State, and Transient Thermal analyses. Structured in pedagogical sequence for effective and easy learning, the content in this textbook will help FEA analysts in quickly understanding the capability and usage of tools of ANSYS Workbench. Salient Features: Book consisting of 11 chapters that are organized in a pedagogical sequence Summarized content on the first page of the topics that are covered in the chapter More than 10 real-world mechanical engineering problems used as tutorials Additional information throughout the book in the form of notes & tips Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents Chapter 1: Introduction to FEA Chapter 2: Introduction to ANSYS Workbench Chapter 3: Part Modeling - I Chapter 4: Part Modeling -II Chapter 5: Part Modeling - III Chapter 6: Defining Material Properties Chapter 7: Generating Mesh - I Chapter 8: Generating Mesh - II Chapter 9: Static Structural Analysis Chapter 10: Modal Analysis Chapter 11: Thermal Analysis Index

The first International Conference on Intelligent Tutoring Systems (ITS) was held ten years ago in Montreal (ITS '88). It was so well received by the international community that the organizers decided to do it again in Montreal four years later, in 1992, and then again in 1996. ITS '98 differs from the previous ones in that this is the first time the conference has been held outside of Montreal, and it's only been two years (not four) since the last one. One interesting aspect of the ITS conferences is that they are not explicitly bound to some organization (e.g., IEEE or AACE). Rather, the founder of these conferences, Claude Frasson, started them as a means to congregate researchers actively involved in the ITS field and provide a forum for presentation and debate of the most currently challenging issues. Thus the unifying theme is science. This year's "hot topics" differ from those in the earlier ITS conferences as they reflect ever changing trends in ITS research. A few of the issues being examined at ITS '98 include: Web based tutoring systems, deploying ITS in the real world, tutoring and authoring tools, architectures, and knowledge structure and representation.

Learn How to Use Swift on the Server! Server Side Swift with Vapor introduces you to the world of server development with the added bonus of using Swift. You'll learn how to build APIs, web sites, databases, application servers and use off site hosting solutions such as Heroku and AWS. You'll use many of Vapor's modules such as Fluent, Vapor's ORM, and Leaf, the templating engine for building web pages. Who This Book Is For This book is for iOS developers who already know the basics of iOS and Swift development and want to transfer that knowledge to writing server based applications. Topics Covered in Server Side Swift with Vapor: - HTTP: Learn the basics of how to make requests to and from servers. - Fluent: Learn how to use Fluent to save and manage your models in databases. - Controllers: Learn how to use controllers to route your requests and responses. - Leaf: Learn how Vapor's Leaf module and its templating language allow you to build dynamic web sites directly. - Middleware: Learn how built-in Vapor modules can assist with common tasks such as validating users, settings required response headers, serving static files and more. One thing you can count on: After reading this book, you'll be prepared to write your own server-side applications using Vapor and, of course, Swift

Optimization of combustion processes in automotive engines is a key factor in reducing fuel consumption. This book, written by eminent university and industry researchers, investigates and describes flow and combustion processes in diesel and gasoline engines.

27th European Symposium on Computer Aided Process Engineering, Volume 40 contains the papers presented at the 27th European Society of Computer-Aided Process Engineering (ESCAPE) event held in Barcelona, October 1-5, 2017. It is a valuable resource for chemical engineers, chemical process engineers, researchers in industry and academia, students, and consultants for chemical industries. Presents findings and discussions from the 27th European Society of Computer-Aided Process Engineering (ESCAPE) event

Crankcase of two-stroke spark ignition engine is an important part since it compresses the air fuel mixture before going into cylinder. Parameter inside crankcase such as pressure largely affects the performance of this engine. In this project, the simulation of flow inside of two-stroke engine had been carried out. The objective of this project is to simulate the visualization of crankcase flow process. The advantages of using CFD in this research are low cost and easy to apply compared to the laser. Before the main concept had been applied, COSMOS application is the one of the software that introduces to the basic of flow pattern in this research. After complete the entire tutorial this software, will proceed with the CFD application. CFD application was started by modeling the crankcase in three-dimensional in SOLIDWORK. After that, GAMBIT was use to generate grids before export to FLUENT for flow analysis. Crankcase model was simulated in motoring condition, which means no combustion or firing. As a result, pressure and contours inside the crankcase flow was observed. And found that the simulation results are slightly different from calculation.

Finite Element Simulations with ANSYS Workbench 2020 is a comprehensive and easy to understand workbook. Printed in full color, it utilizes rich graphics and step-by-step instructions to guide you through learning how to perform finite element simulations using ANSYS Workbench. Twenty seven real world case studies are used throughout the book. Many of these case studies are industrial or research projects that you build from scratch. Prebuilt project files are available for download should you run into any problems. Companion videos, that demonstrate exactly how to perform each tutorial, are also available. Relevant background knowledge is reviewed whenever necessary. To be efficient, the review is conceptual rather than mathematical. Key concepts are inserted whenever appropriate and summarized at the end of each chapter. Additional exercises or extension research problems are provided as homework at the end of each chapter. A learning approach emphasizing hands-on experiences is utilized though this entire book. A typical chapter consists of six sections. The first two provide two step-by-step examples. The third section tries to complement the exercises by providing a more systematic view of the chapter subject. The following two sections provide more exercises. The final section provides review problems. Who this book is for This book is designed to be used mainly as a textbook for undergraduate and graduate students. It will work well in: • a finite element simulation course taken before any theory-intensive courses • an auxiliary tool used as a tutorial in parallel during a Finite Element Methods course • an advanced, application oriented, course taken after a Finite Element Methods course

NATIONAL BESTSELLER • For anyone who wants to learn a foreign language, this is the method that will finally make the words stick. "A brilliant and thoroughly modern guide to learning new languages."–Gary Marcus, cognitive psychologist and author of the New York Times bestseller Guitar Zero At thirty years old, Gabriel Wyner speaks six languages fluently. He didn't learn them in school—who does? Rather, he learned them in the past few years, working on his own and practicing on the subway, using simple techniques and free online resources—and here he wants to show others what he's discovered. Starting with pronunciation, you'll learn how to rewire your ears and turn foreign sounds into familiar sounds. You'll retrain your tongue to produce those sounds accurately, using tricks from opera singers and actors. Next, you'll begin to tackle words, and connect sounds and spellings to imagery rather than translations, which will enable you to think in a foreign language. And with the help of sophisticated spaced-repetition techniques, you'll be able to memorize hundreds of words a month in minutes every day. This is brain hacking at its most exciting, taking what we know about neuroscience and linguistics and using it to create the most efficient and enjoyable way to learn a foreign language in the spare minutes of your day.

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