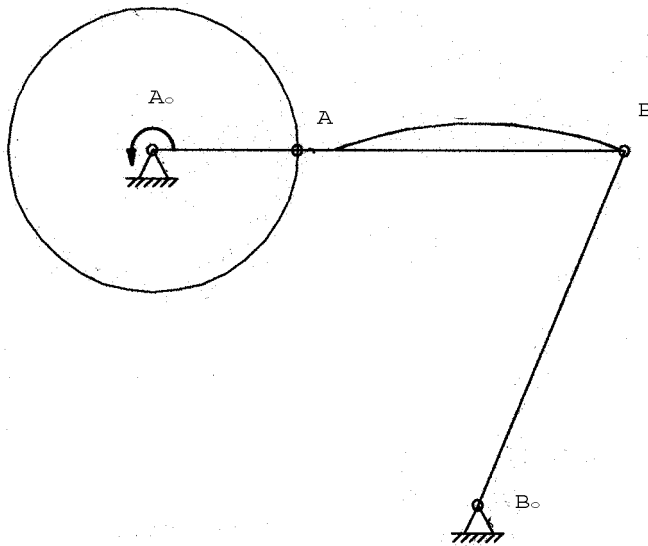**Exercise 1.11:**

Analysis of the velocities of a crank-and-rocker using the PC-Program SAM 6.0
Create the crank-and-rocker with the given coordinates. A_o (0/0) A (40/0) B (130/0) B_o (90/-100) Use the **Input motion**: Motion   360 [deg] Time   0.25 [s] Intervals 36 [-] For the given **n = 4 s^{-1}** , the time T = 1/n = 0.25 s) Now calculate with the **Abacus** icon, **Node Data** click on points B **Absolute:** √ **Velocity** and animate the mechanism using the **Windmill** icon. Show the coupler curve of the point B using: **Display** and **Path**. Then show the Hodograph using: **Display** and **Hodograph.** Look at the **Graph of Selected items.** Find the maximum point of velocity an the value of $\lvert$ $v_{B,max}$ $\rvert$ in [m/s].