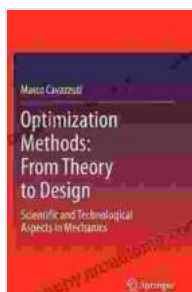


From Theory to Design: Scientific and Technological Aspects in Mechanics

Mechanics is the branch of science that deals with the motion of objects. It is a fundamental science that has applications in many fields, including engineering, architecture, and medicine. This book presents a comprehensive overview of the scientific and technological aspects of mechanics, from the theoretical foundations to the practical applications.



Optimization Methods: From Theory to Design Scientific and Technological Aspects in Mechanics

★★★★☆ 4 out of 5

Language : English
File size : 17957 KB
Text-to-Speech : Enabled
Enhanced typesetting : Enabled
Word Wise : Enabled
Print length : 281 pages



The book is divided into six parts. The first part introduces the basic concepts of mechanics, including kinematics, dynamics, and statics. The second part covers the applications of mechanics in engineering, including the design of machines, structures, and vehicles. The third part covers the applications of mechanics in architecture, including the design of buildings and bridges. The fourth part covers the applications of mechanics in medicine, including the design of medical devices and the analysis of human movement. The fifth part covers the applications of mechanics in materials science, including the design of new materials and the analysis of

material properties. The sixth part covers the applications of mechanics in fluid mechanics, including the design of fluid systems and the analysis of fluid flow.

The book is written by a team of experts in the field and is suitable for both students and professionals. It is a valuable resource for anyone who wants to learn more about the scientific and technological aspects of mechanics.

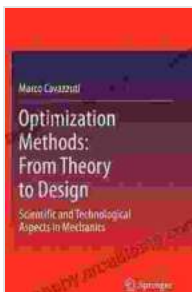
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About the Authors

The book is written by a team of experts in the field. The authors have extensive experience in teaching and research in mechanics. They have published numerous papers in leading journals and have received several awards for their work.



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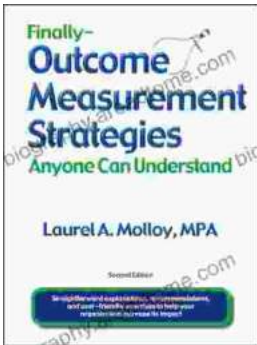
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