

# Certificate Course in Mechanical Engineering with Specialization "HYPERMESH" Held On 06<sup>th</sup> August to 10<sup>th</sup> August 2018



Department of Mechanical Engineering, KG Reddy College of Engineering & Technology Chilkur (Village), Moinabad (Mandal), Hyderabad RR Dist-501504

Course coordinator

Principal
Principal
KG Reddy College of Engineering & Technology
Chilkur (V), Moinabad (M).
R.R.Dist., Telangana.



#### SUMMARY REPORT ON HYPERMESH

#### **About the Course**

The certificate course on Hypermesh is concluded its work successfully by department of Mechanical Engineering (ME) in KG Reddy college of Engineering and technology (KGRCET), Hyderabad, Telangana. This course is a forum to bring together students to discuss innovative ideas and diverse topics of this course on next generation of information technologies. Department has taken a new step for students to improve the quality of study through this course and become most wide scale, extensive, spectacular event in ME. The course was held in two locations of the department (a) Department Elearning room and (b) Department class.

HyperMesh is the market-leading, multi-disciplinary finite element pre-processor which manages the generation of the largest, most complex models, starting with the import of a CAD geometry to exporting a ready-to-run solver file. Generating high-quality mesh quickly is just one of HyperMesh'score competencies.

This course is absolutely practical oriented course which is helped to student for making their carrier through database in any industry. The students of 3<sup>rd</sup> year 1<sup>st</sup> semester have been benefited in many ways from this course. More than 80 students have joined in this course as their own interest and completed this course. The trainer taught to students very nice with real time example and sharing his knowledge to develop technical skill in industry.

#### Objectives of the course

Design optimization seeks a design that minimizes the objective function while satisfying design constraints. Real-world design problems are usually characterized by the presence of many conflicting objectives. Therefore, it is natural to look at the engineering design problems as multi-objective optimization problems. For example, we may want to maximize range and payload mass while trying to minimize manufacturing costs for an airplane design.

#### **Scope of the Course**

Creo 2.0 has got vast scope. Many companies are now switching to Creo because of its Parametric, Easy UI, More enhanced tools, CAE features, In built simulate and Etc. features( like sheetmetal, Free Style). So get itself mastered in any one module of this software and get ready to rule in market. Also TVS, VECV, Eicher Motors works solely on Creo.

#### **OUTPUT:**

This course was not only shared the knowledge among students but also tied up with expert for upcoming course.

- > Capable of producing meshes that are high quality made with no complexity.
- ➤ With comprehensive state of art technologies, evaluation and manufacturing, it reduces the development cost to manifolds.
- Virtual testing and superb designing makes it safe and secure with minimized risk factor.
- > The test results obtained through virtual testing are valuable enough to facilitate collaborations and change decisions for further processes.



- Attain accurate and high quality meshes in fractions of seconds, since it supports batch meshing which makes it possible to develop several meshes at once.
- Flexible enough to accelerate your business abilities as per the changing conditions.
- > Get a full access and level of control with the meshing algorithms.
- Comes with a built in automated supports which adds to its flexibility.
- Precisely design and edit meshes within a small time frame to suit the user's needs and match up or exceed their expectations.
- It provides several capabilities and tools that help you with sustainability issues.

#### **Summary of Participants**

- (a) Number of students attended this course: 53
- (b) Number of student attend the exam: 49
- (c) Number of certificate issued: 49

#### Day-1 06/08/18

Time: 09:00 AM to 10:00 AM

#### Inauguration of certificate course

The first day of certificate course started with welcoming and opening ceremony at the KGRCET conference Hall. The following dignitaries were representatives of the certificate course who were addressed and pointed out the importance on course with short welcoming speeches.

Welcome addressed by Dr. P. Pravuraj, HOD, H&S, KGRCET About the certificate course by Principal Dr. R. S. Jahagirdar, KGRCET. Importance of this course by expert trainer Mr.V. Karthik, Hyderabad Interaction with 3<sup>rd</sup> year 1<sup>st</sup> semester students

Time: 10:00 AM to 04:15 PM

#### Introduction to HyperMesh

The HyperMesh window has four main

menu areas: graphics, the header bar, the main menu, and the permanent menu. The header bar divides the screen into two areas. The graphics area of the screen is above the bar and the menu area is below the bar. The menu area is further divided into the main menu and the permanent menu. A secondary menu can be accessed by using keyboard keys. The secondary menu allows you to use panels that add information necessary to complete the currently active menu panel.

The Main Menu



Due to the addition of functions and options, the main menu is expanded from five to seven pages. The page names, *Geom*, *1-D*, *2-D*, *3-D*, *BCs*, *Tool*, and *Post*, are given by the functionality of the page panels. Some of the panels on each page contain functionality that applies to multiple pages. These panels appear on all pages applicable to that panel's functionality.

#### Day-2 07/08/18

#### The Modeling Subpanel

This panel contains most of the entities previously located in the *options* panel as well as new options including the *cleanup* and *geometry tolerance* fields, *fixed points*, and *coincident node picking*.

Used when finding line intersections and determining duplicate nodes. The node tolerance also affects the generation of elements in the automesher. When quads are created and the side of a quad is less than the node tolerance, HyperMesh tries to create a tria element instead of a quad. If it create a model with characteristic dimensions less than the node tolerance, reduce the default node tolerance. The geometry tolerance specifies the mathematical accuracy of lines and surfaces in the model. Lines and surfaces are guaranteed geometrically accurate to within the distance specified by *geom tol*. The geometry tolerance influences the speed of file i/o and geometric operations in HyperMesh. Very small geometry tolerances can increase file read times and increase the length of time required to perform geometric operations.

#### The graphics Subpanel

This is the new location for the *graphics* panel. New options are included. In addition, the *hidden lines* field and *resize* box were moved here from the original *option* panel. Lighting tools for shaded elements are also included in this subpanel. The performance graphic engine now contains bitmap animation tools, view acceleration tools, and the result color type options.

#### Day-3 08/08/18

#### Cleanup Surfaces and Add Fixed Points

This exercise demonstrates the usage of the *cleanup*, *add points*, and *remove points* subpanels while automeshing a model. The addition of these functions in *automesh* panel allows it to clean up surfaces without leaving the *automesh* panel. The mesh is done by setting the *reset meshing prarmeters to*: to *element size* with specified element type.

#### **Using Springs**

The *springs* panel allows you to create spring elements. A spring element is an element created in a space between two nodes of a model where a spring connection is desired. Spring elements store a property and a degree of freedom (dof). Spring elements are displayed as a line between two nodes with the letter K written at the centroid of the element. Springs can translate to CELAS2 in NASTRAN or \*spring in ABAQUS. Springs require a property definition.



#### Calculating Beam Cross Section - HM-220

The beam cross section panel calculates the cross sectional plane for a beam element and creates a beam element. It allows it to create a summary file with the results of the calculations performed. The beam cross section panel has two subpanels, offset lines and pick geom. After you use the pick geom. subpanel to calculate the cross-sectional plane, a secondary panel is displayed. The secondary panel allows you to apply the results to the previously created HyperMesh property and create the beam element and summary file. The offset lines subpanel allows you to create welds on the cross section of the element. The beam cross-section post-processing subpanel allows you to apply the results to the previously created HyperMesh property solver and create the beam element and a summary file. The Center of Gravity (purple +) and Shear Center (yellow +) are displayed in the graphics area.

#### Day-4 09/08/18

#### Combining Shell Elements using the edit element panel

The *combine* subpanel on the *edit element* panel allows you to combine an arbitrary number of shell elements simultaneously or a set number of shell elements automatically. Both methods are controlled by the *tolerance* = and *angle* = functions. When elements are being combined, HyperMesh requires the nodes attached to the elements to be planar within a user-specified tolerance. The tolerance may be changed with the menu item *tolerance* =.

When elements are being combined, HyperMesh performs node condensation on mid-side nodes. Nodes are considered to be mid-side nodes if the angle between any three nodes in the set of nodes being condensed is greater than a user-specified angle.

#### Analysis of a Plate with a Hole

To create finite elements on a given geometry of a plate with a hole, apply boundary conditions, and perform a finite element analysis of the problem. Post-processing tools will be used in HyperMesh to determine deformation and stress characteristics of the loaded plate.

#### Defining Contact Surfaces and Surface Interactions

HyperMesh supports definition of the \*SURFACE DEFINITION card using sets, components, or individual element IDs with faces. In this example, you use individual element faces to define the slave contact surface and sets to define the master contact surface. This model is made from solid elements, so you must first skin the surface with face elements, and then use those face elements to define the contact surface.

#### Defining Geometry Properties for 3-D Solid Elements

HyperMesh supports geometry properties for shells, solids and beams from the component collector. In this example, create the GEOMETRY model definition card and tie them to the already existing component collectors.

#### Day-5 10/08/18

#### Creating Loads and Boundary Conditions

In HyperMesh, every load collector can be used to define a set of loads and boundary conditions. The load collectors can be added to a loadstep, which defines either a model



definition data card block (before END OPTION card), or a history definition data card block (between two CONTINUE cards) in the MARC input deck. In this example, define three HISTORY blocks with different load magnitudes.

#### Checking for Penetration

The *penetration* panel is used to check contact interfaces for nodal penetrations. It allows you to determine how much penetration is occurring and to correct the penetration by moving any penetrating nodes. The *penetration* panel supports all of the solver interfaces that contain card images and interface elements. Before you use the *penetration* panel, element thicknesses and contact interfaces must be defined for the current template loaded in the *global* panel. For more information on defining thickness on collector cards, refer to the *collectors* panel in the *Panels* section of the online help. For more information about creating contact interfaces, see the *interfaces* panel in the on-line help.



#### DEPARTMENT OF MECHANICAL ENGINEERING

Ref No: KGRCET/ME/2018-19/08

Date: 01/08/2018

## **CIRCULAR**

All the III-Year I-semester B.Tech Mechanical Engineering students are here by informed to enroll for the certification course on "HYPERMESH", which is offering by KG Reddy college of Engineering and Technology from 06/08/2018 to 10/08/2018. Interested students are instructed to complete their registration before 04/08/2018.

HOD

Copy to:

- 1. Exam Section
- 2. Notice Boards
- 3. Library

Principal

Principal

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# KG REDDY COLLEGE OF ENGINEERING & TECHNOLOGY

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# DEPARTMENT OF MECHANICAL ENGINEERING

# CERTIFICATE COURSE ON HYPERMESH SCHUDULE

| Day | Date                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Timings        | Topic name                                  |
|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|---------------------------------------------|
|     | 06/08/18                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 09:00 to 11:00 | Introduction to HyperMesh                   |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                | Introduction to CAD & CAE, Application of   |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                | CAE Software, Introduction to FEM,          |
| 1   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                | Introduction to HyperMesh, Menu bars, tool  |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                | bars.                                       |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 11:10 to 01:00 | Create Node, Node edit, Temp Nodes          |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 01:45 to 02:50 | Lines, Line edit, Length, Delete Mas        |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 02:50 to 04:15 | Surface & Surface edit, Normals, Translate, |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                | Rotate                                      |
|     | 07/08/18                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 09:00 to 11:00 | 2D Meshing                                  |
| 2   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 11:10 to 01:00 | Introduction to Meshing, Types of           |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                | collectors, Auto-Meshing (Size & Biasing)   |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 01:45 to 02:50 | Mesh Connectivity, Replace & Remeshing,     |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                | Current and surface comps                   |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 02:50 to 04:15 | Density and mesh style                      |
|     | 08/08/18                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 09:00 to 11:00 | Mesh Edit                                   |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                | Edit Elements, Find entities, Organize      |
| 3   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                | Entities                                    |
| 5   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 11:10 to 01:00 | Project, Position, Normals, Scale           |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 01:45 to 02:50 | Color, Rename, Detach Order Change          |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 02:50 to 04:15 | Number and Mass Calculation                 |
|     | 09/08/18                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 09:00 to 11:00 | 3D Meshin                                   |
| 4   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 11:10 to 01:00 | 3D Hex Mesh                                 |
| 4   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 01:45 to 02:50 | 3D Solid Mesh                               |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 02:50 to 04:15 | 3D Tetra Meshing                            |
|     | 10/08/18                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 09:00 to 11:00 | Linear Meshing                              |
| 5   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 11:10 to 01:00 | Introduction to Analysis, Create collectors |
| 5   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 01:45 to 02:50 | Card edit, loads Constraints                |
|     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 02:50 to 04:15 | Loadsteps                                   |
|     | and the same of th |                |                                             |



#### KG REDDY COLLEGE OF ENGINEERING & TECHNOLOGY

Chilkur (Vill) Moinabad (Mdl) R R Dist

## DEPARTMENT OF MECHANICAL ENGINEERING

## **CERTIFICATE COURSE ON HYPERMESH**

#### ATTENDANCE SHEET

|      | 2          |                               |                                       |          |        |            | D        | -4-      | <u> </u> |         |         |            |  |
|------|------------|-------------------------------|---------------------------------------|----------|--------|------------|----------|----------|----------|---------|---------|------------|--|
| S.No | Roll No.   | Student name                  | Date 06.08.2018 07.08.2018 08.08.2018 |          |        |            |          |          |          |         |         | 10.08.2018 |  |
|      | Ron 110.   |                               | FN                                    | AN       | FN     | AN         | FN       | AN       | FN       | AN      | FN      | AN         |  |
| 1    | 14QM1A0384 | Y Shashank<br>Reddy           | YSIC                                  | ysa      | gen    | yue        | yere     | YKK      | yu       | YSIC    | ysk     | ysi        |  |
| 2    | 14QM1A0386 | Mateti Akshay<br>Kumar        | Alte                                  | DEC      | AL     | ALL        | Dec      | DEL      | Ald      | ALK     | Alle    | Ak         |  |
| 3    | 15QM1A0343 | Mohammed Umer                 | Umm                                   | nn       | mmo    | un         | News     | mms      | ums      | Merr    | une     | vm         |  |
| 4    | 16QM1A0303 | Amirgudem<br>Mahesh           | (may)                                 | 000      | on     | 00         | any      | and o    | 10m2     | 80      | Bus     | Bon        |  |
| 5    | 16QM1A0304 | Anupati Sai Ram<br>Reddy      | Sa                                    | de       | Sor    | der        | del      | der      | de       | der     | der     | de         |  |
| 6    | 16QM1A0305 | Atheli Saketh<br>Reddy        | gua                                   | Sa       | Sod    | Shar       | Sal      | 30       | Sa       | Sp      | SA      | 84         |  |
| 7    | 16QM1A0306 | Atla Goutham<br>Reddy         | Rem-                                  | Rem      | Rem    | Pour       | Rem      | Pers     | Reso     | Rn      | Row     | Ran        |  |
| 8    | 16QM1A0311 | Chenna Saiteja                | ilia                                  | 100      | 00     | eso        | (eso     | 1000     | 100      | Polar   | 1eign   | Ter        |  |
| 9    | 16QM1A0312 | Chevula Naveen                | the                                   | ars      | Cors   | Cur        | Cus      | aus      | cus      | Cos     | cus     | ans        |  |
| 10   | 16QM1A0314 | Danda Ravi Teja               | Far kin                               | Pauleje  | Bulley | Parifag    | Rouilbya | Baileje  | Marten   | Pavilge | Raureje | Pavile     |  |
| 11   | 16QM1A0317 | Dumpala Chakra<br>Babu        | Chalin                                | Chapti   | Challi | Chatii     | Charlei  | Challin  | challie  | Chefri  | Charlei | cha        |  |
| 12   | 16QM1A0318 | G Sai Prashanth<br>Reddy      | Eps,                                  | 83       | Ses.   | De         | 82       | Se.      | 8/2      | Se      | Sh      | SB2        |  |
| 13   | 16QM1A0320 | Gaddam Vishal                 | the                                   | The same | Thu    | Ow         | Wing-    | Yun      | OF W     | The     | April   | The        |  |
| 14   | 16QM1A0321 | Gajulagudem<br>Arunkumar      | de                                    | A        | de     | A          | A        | A        | ok       | A       | et.     | et.        |  |
| 15   | 16QM1A0326 | Gongupalli<br>Rajinikanth     | 9                                     | 8        | 2      | 9          | 9        | G.       | 9        | 9       | 9       | 9          |  |
| 16   | 16QM1A0330 | Jaithwala Karthik             | The                                   | 75       | 05     | Dh         | De       | Th       | Th       | Zh      | Dr      | SK         |  |
| 17   | 16QM1A0331 | Kalakuntla Manoj<br>Kumar     | Maj                                   | nej      | mod    | maj        | maj      | maj      | maj      | Maj     | Meg     | Moe        |  |
| 18   | 16QM1A0335 | Keshaboina Rahul<br>Yadav     | 0                                     | ®        | 2      | e          | 8        | <b>R</b> | <b>e</b> | 8       | P       | æ          |  |
| 19   | 16QM1A0336 | Khan Adil A<br>Rahman         | Karl                                  |          | Yaz    |            | Xas      | Kas      | Kas      | 1       | Kas     | 1          |  |
| 20   | 16QM1A0338 | Kosari Manoj                  | mej                                   | mo       | conos  | Com        | Mes      | Mai      | Mes      | ansi    | mo'     | Ma         |  |
| 21   | 16QM1A0339 | Kunapalli<br>Preeteesh Raja   | Pa                                    | Pa       | 79     | 137        | P        | P        | 129      | 707     | TOT     | R          |  |
| 22   | 16QM1A0342 | Landeri Venkata<br>Saikrishna | Venk                                  | vent     | Vent   | Just       | Tron     | Veste    | vent     | vent    | Jank    | VE.        |  |
| 23   | 16QM1A0344 | Maniyar Safwan<br>Sayeed      | mss                                   | 03       | (S)    | Harry Mark | ms       | (DS)     | mo)      | 18      | 0       | me         |  |



| 24 | 16QM1A0347 | Mohammad<br>Jameel             | 3      | 3     | 3      | 3     | 5      | 3      | 3     | 5     | 3      | 7     |   |
|----|------------|--------------------------------|--------|-------|--------|-------|--------|--------|-------|-------|--------|-------|---|
| 25 | 16QM1A0348 | Mohammed Talha<br>Hussain Khan | Z      | 4     | 3      | P     | P.     | X      | 8     | P     | B      | A     |   |
| 26 | 16QM1A0349 | Mulli Ashok                    | ASA    | ASS   | A.     | Ayf   | 1      | ASA    | 48    | Ag    | ASS    | ASS   | - |
| 27 | 16QM1A0350 | Oruganti<br>Prudviraj          | 9      | 0     | 0      | 0     | 0      | 0      | 0     | 2     | 8      | Q     |   |
| 28 | 16QM1A0352 | Pampana Mukesh                 | My     | M     | Nu     | My    | My     | My     | My    | MM    | M      | me    |   |
| 29 | 16QM1A0356 | Sabnakar Sachin                | Soc    | Soc   | Soc    | doc   | Sac    | dac    | doe   | dae   | dae    | doe.  |   |
| 30 | 16QM1A0362 | Yellu Pranath<br>Reddy         | 2      | 2     | (Ja)   | Ø     | (A)    | 8      | D     | 8     | W.     | D     |   |
| 31 | 16QM5A0307 | Chintakuntala<br>Jaisurya      | Jai    | Jai   | Jai    | Jai   | Jai    | Sai    | Jai   | Ja 1  | Jai    | Sai   |   |
| 32 | 16UR1AO302 | K Rajendra                     | Res    | Per   | Ra     | Pay   | Pay    | Pas    | fa    | 200   | pay    | Pa    | - |
| 33 | 17QM5A0301 | Arigela Ranjith                | Par    | That  | Roda   | Lord  | You    | Roll   | Paul  | Rady  | Bendy  | Rough |   |
| 34 | 17QM5A0302 | Barmali Karthik                | KBP    | KBP   | KBP.   | KBP   | YBI    | KB1    | KBI   | XD    | XBF    | K-BP  |   |
| 35 | 17QM5A0303 | Bunne Naveen                   | Xavus  | Dames | XIAM   | Xames | Nove   | Haves  | Names | Marie | James  | Nama  | - |
| 36 | 17QM5A0304 | Chandrakani<br>Mahesh          | CA     | Con . | Cap    | On I  | az     | Cy     | (Cy)  | Cy)   | 000    | CAN . |   |
| 37 | 17QM5A0306 | Gajjela Vinod                  | Vined  | NWA   | Wind   | Ulned | Vinad  | Vinod  | uned  | vind  | vined  | Ung   | - |
| 38 | 17QM5A0307 | Golkonda Raj<br>Kumar          | \$     | 4     | \$     | 6     | 6      | 质      | \$    | (B)   | \$     | 6     |   |
| 39 | 17QM5A0308 | Javoji Hari<br>Krishna         | Keider | Kerdn | Kem    | Keish | Kon    | KRISIL | Keigh | Keizh | Keish  | Keler |   |
| 40 | 17QM5A0309 | K Rajashekhar                  | Pass   | Fast  | Pay(   | Page  | Kaje   | Kyl    | Paye  | Pay   | Page   | Kayl  |   |
| 41 | 17QM5A0310 | Kanakala Arun<br>Kumar         | KAR    | KPR   | BFX    | PAC   | KAR    | KAR    | KAR   | KAK   | BAC    | KAMIC |   |
| 42 | 17QM5A0311 | Kokkula Uday                   | Cudar  | uday  | way    | uday  | Juday  | ( waby | udage | uday  | Luckan | udan  |   |
| 43 | 17QM5A0312 | Maloth<br>Santhoshkumar        | Se     | 8     | Se     | 8e    | 80     | 8      | Se    | Se    | Sh     | St    |   |
| 44 | 17QM5A0313 | Mangali Ganesh                 | Good   | Garay | Gould  | Court | Gang   | Gorly  | Goula | Gardy | Gant   | Bank  | - |
| 45 | 17QM5A0314 | Md Saqlain                     | Suga   | Sur   | Saro.  | Sol   | Lang ( | -Essel | Solo. | Sul   | Sie    | Side  | 0 |
| 46 | 17QM5A0315 | Mula Ramakanth                 | men    | me    | - ones | Mes   | OR     | MB     | mB.   | OR.   | mec    | MR.   |   |
| 47 | 17QM5A0316 | Myagani Krishna<br>Kanth       | tuy    | Cap   | Kell   | Kerle | Kel    | Rue    | Culy  | Con   | Kuse   | enop. |   |
| 48 | 17QM5A0318 | Nalapuram<br>Kumar             | Kee    | Kee   | by     | kes   | la     | Cul    | les   | kr    | las    | Ris   |   |
| 49 | 17QM5A0320 | Panthangi Nikhil               | Alaki  | VIAN  | Mary   | WHILL | NATH   | Alkel  | Mikly | Niku  | NIA    | NA    | - |
| 50 | 17QM5A0322 | Rayudu<br>Nagababu             | Rus    | Rud   | Bul    | Root  | K Do   | hos    | Karl  | hod   | 100    | host  |   |
| 51 | 17QM5A0323 | Sara<br>Vishnuvardhan          | with   | with  | vish   | A     | rish   | vish   | visto | -     | rich   | with  |   |
| 52 | 17QM5A0324 | Shaik Luqman                   | Lug    | Lug   | dug    | Lug   | Lug    | Lue    | dia   | Lug   | Lig    | deg.  | - |
| 53 | 17QM5A0326 | Vulli Shiva<br>Krishna         | 5      | 5     | 5      | 5     | 3      | 8      | 8     | 3     | 2      | 2     |   |

Signature of the Coordinator



# KG REDDY COLLEGE OF ENGINEERING & TECHNOLOGY

Chilkur (Vill) Moinabad (Mdl) R R Dist

# B.TECH III Year I SEM, Aug - 2018 HYPERMESH

# **OBJECTIVE EXAM**

| NAME | ) | ~1 | 0 | X |
|------|---|----|---|---|
|      |   |    |   |   |

HALL TICKET NO

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|       |                                        | Y V A                                       | 13186   |  |  |  |  |
|-------|----------------------------------------|---------------------------------------------|---------|--|--|--|--|
| Answ  | er all the questions. All questions    | s carry equal marks. Time: 30min. 10 marks. |         |  |  |  |  |
| I cho | ose correct alternative:               | oqual marks. Time. Somm. 10 marks.          |         |  |  |  |  |
| 1.    | . In Finite element method formulation | on of problem results in a system of        |         |  |  |  |  |
|       | a) Algebraic equations                 | b) Logical equations                        |         |  |  |  |  |
|       | c) Arithmetic equations                | c) Flow equations                           | la V    |  |  |  |  |
| 2.    | Finite element method is also called   |                                             |         |  |  |  |  |
|       | a) Infinite element analysis           | b) Frequency element analysis               |         |  |  |  |  |
|       | c) Finite element analysis             | c) Partial element analysis                 |         |  |  |  |  |
| 3.    |                                        |                                             |         |  |  |  |  |
|       | a) Finite elements                     | b) Infinite elements                        |         |  |  |  |  |
|       | c) Dynamic elements                    | d) Static elements                          | a       |  |  |  |  |
| 4.    | The finite element method is mostly    | used in the field of                        |         |  |  |  |  |
|       | a) Structural mechanics                | b) Classical mechanics                      |         |  |  |  |  |
|       | c) Applied mechanics                   | d) Engineering mechanics                    |         |  |  |  |  |
| 5.    | FEM can't produce exact result as the  | hose ofmethods                              |         |  |  |  |  |
|       | a) Analytical                          | b) Logical                                  |         |  |  |  |  |
|       | c) Theoretical                         | d) all the above                            | 2       |  |  |  |  |
| 6.    | FEM also operates the parameters lil   | ce                                          |         |  |  |  |  |
|       | a) Heat transfer                       | b) Temperature                              |         |  |  |  |  |
|       | c) Both A&B                            | d) None                                     | d       |  |  |  |  |
| 7.    | Range of Poisson's ratio for metals is | s                                           |         |  |  |  |  |
|       | a) 0.25-0.33                           | b) 0.25-0.50                                |         |  |  |  |  |
|       | c) 0.22-0.25                           | d) 0.22-0.45                                | ب لطا   |  |  |  |  |
| 8.    | A bar is modelled as 1-D element on    | ly if its                                   |         |  |  |  |  |
|       | a) Area of cross section is small      | b) M.I is small                             |         |  |  |  |  |
|       | c) Length is very large compared to c  | ross sectional area d) all of the above     |         |  |  |  |  |
| 9.    | Stiffness matrix contains information  | on                                          | Λ       |  |  |  |  |
|       | a) Geometry                            | b) Material properties                      |         |  |  |  |  |
|       | c) Both                                | d) None                                     | La Y    |  |  |  |  |
| 10.   | A 1-D structural element is a          |                                             | <i></i> |  |  |  |  |
|       | a) Truss element                       | b) Beam element                             |         |  |  |  |  |
|       | c) Bar element                         | d) all of them                              |         |  |  |  |  |

d) all of them



