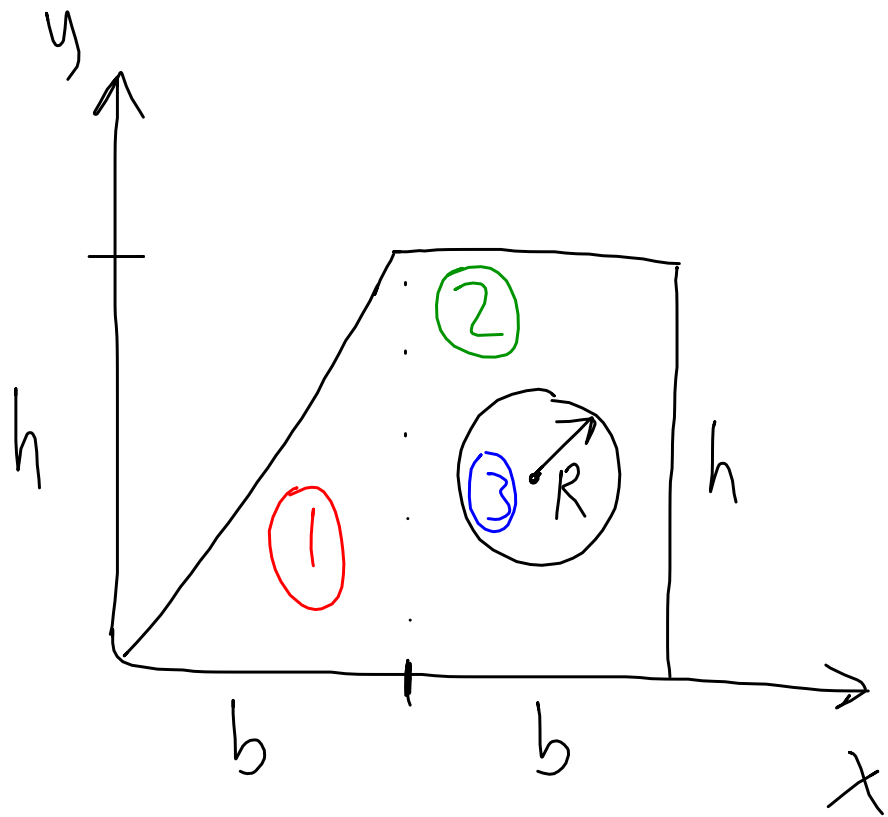


Moments of inertia \Rightarrow composite rule
& Parallel axis



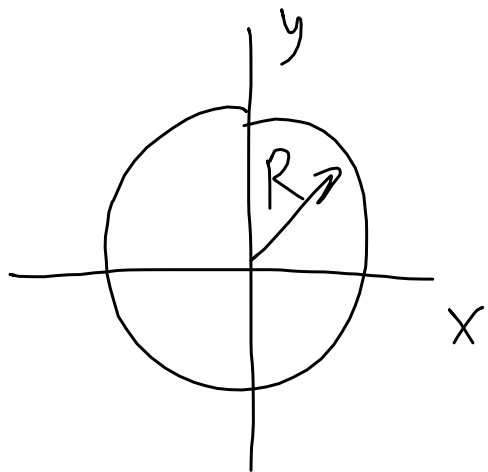
$$I_2 = \frac{hb^3}{12} + bh \left(\frac{3}{2}b \right)^2$$

$$I_y = I_1 + I_2 - I_3$$

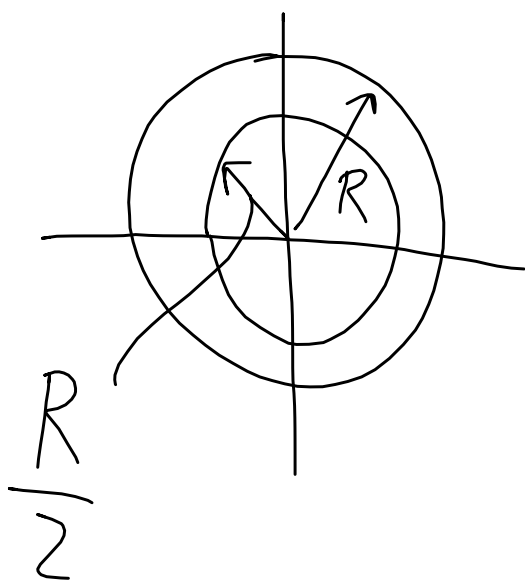
$$I_1 = I_{y,c} + Ad^2$$

$$= \frac{hb^3}{36} + \frac{1}{2}bh \left(\frac{2b}{3} \right)^2$$

$$I_3 = \frac{\pi R^4}{4} + \pi R^2 \left(\frac{3}{2}b \right)^2$$

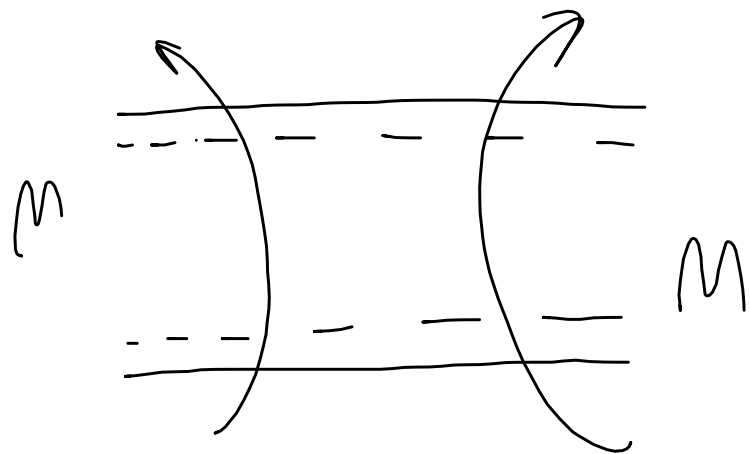


$$I_{xc} = I_{yc} = \frac{\pi R^4}{4}$$

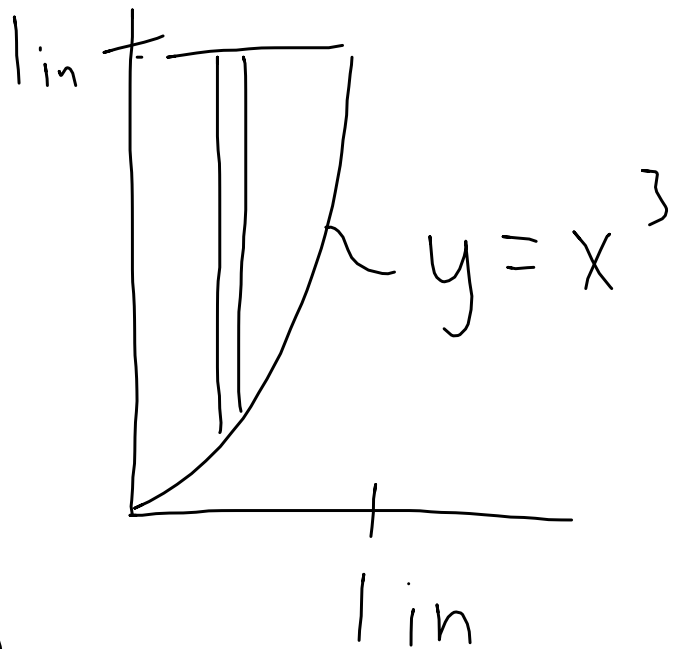


$$\begin{aligned}
 I_{xc} &= \frac{\pi R^4}{4} - \frac{\pi \left(\frac{R}{2}\right)^4}{4} \\
 &= \frac{\pi R^4}{4} + \frac{\pi R^4}{64} = \frac{15}{64} \pi R^4 \\
 &= \frac{15}{16} \frac{\pi R^4}{4}
 \end{aligned}$$

Recall



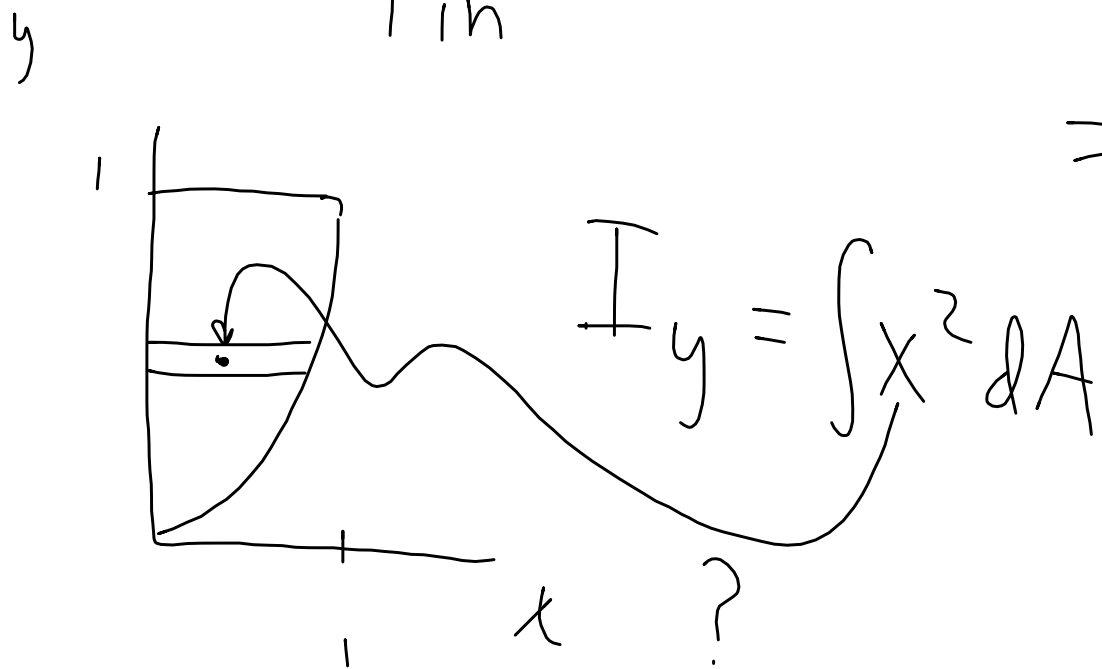
$$\sigma_{\max} = \frac{M y_{\max}}{I_x}$$



$$I_y = \int x^2 dA$$

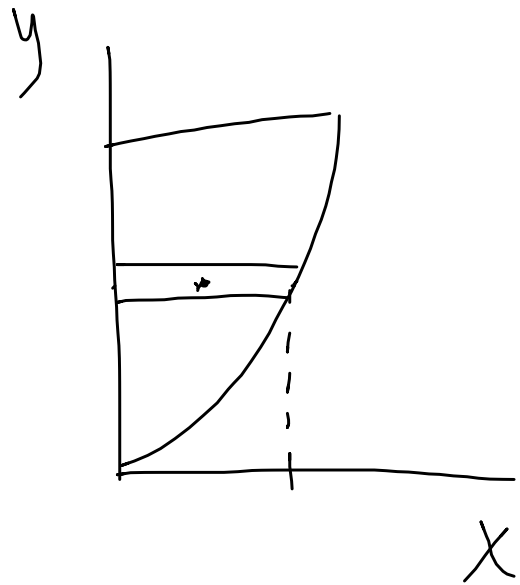
$$= \int_0^1 x^2 (1 - x^3) dx$$

$$= \left. \frac{x^3}{3} - \frac{x^6}{6} \right|_0^1 = \frac{1}{6} \text{ in}^4$$



$$I_y = \int x^2 dA$$

But



For dA ,

$$dI_y = dI_{y,c} + dA \left(\frac{x}{z}\right)^2$$

$$= \frac{x^3 dx}{12} + x dy \left(\frac{x}{z}\right)^2 \dots$$

Moral \Rightarrow can't use same trick as for centroids!

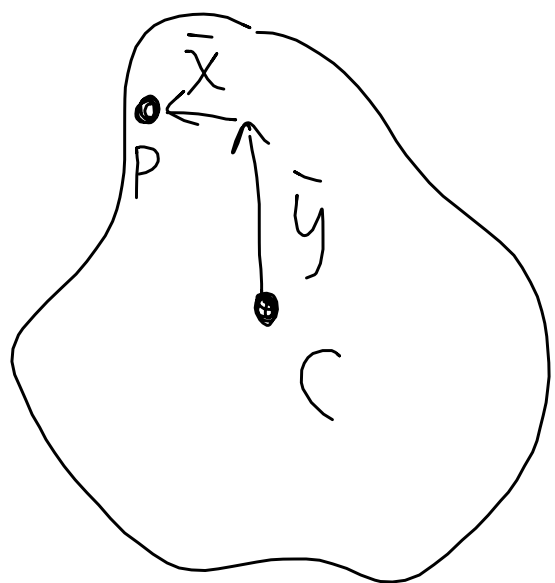
Recall

$$\vec{\tau} = I \vec{\alpha}$$

$$\begin{pmatrix} \tau_x \\ \tau_y \\ \tau_z \end{pmatrix} = \begin{pmatrix} I_{xx} & I_{xy} & I_{xz} \\ & I_{yy} & \\ & & I_{zz} \end{pmatrix} \begin{pmatrix} \alpha_x \\ \alpha_y \\ \alpha_z \end{pmatrix}$$

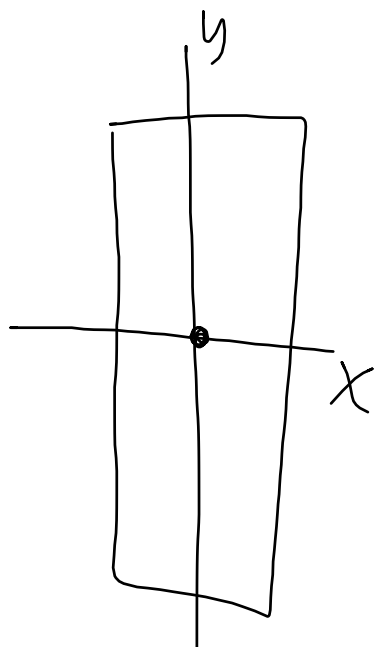
Product moment of inertia

$$I_{xy} = \int xy \, dA$$



$$I_{xy,P} = I_{xy,C} + A \bar{x} \bar{y}$$

I_{xy} has symmetry rules!



$$I_{xy,c} = 0$$

