San José State University College of Engineering, Department of Aerospace Engineering AE 168: Aerospace Vehicle Dynamics and Control, Fall 2022

Course and Contact Information

Instructor: Professor Long Lu Email: Long.Lu@sjsu.edu

Office Hours: Friday 3 PM-5 PM (Online via Zoom)

Class Times and Location:

Course Learning Outcomes (CLO)

Upon successful completion of this course, students should be able to:

- 1. Understand the standard conventions and notation for rigid body aircraft dynamics and control
- 2. Understand the principles of aircraft static stability
- 3. Represent orientation using Euler angles
- 4. Derive rigid body equations of motion and develop a linearized form of these equations
- 5. Develop perturbation equations for six degree-of-freedom motion of an aerospace vehicle
- 6. Define stability and control dimensional derivatives and their physical meanings
- 7. Estimate lateral and longitudinal stability derivatives from aircraft geometry
- 8. Understand why deflecting ailerons produces a yawing moment
- 9. Derive expressions for aircraft control surface

Letter Grade Determination:

Total	950 points: A+	Total	670 points: C+
Total	900 points: A	Total	650 points: C
Total	850 points: A-	Total	630 points: C-
Total	800 points: B+	Total	600 points: D
Total	750 points: B	Total <	< 600 points: F
Total	700 points: B-		

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' Syllabus Information web page at http://www.sjsu.edu/gup/syllabusinfo>.

AE Department and SJSU policies are also posted at http://www.sjsu.edu/ae/programs/policies>.

AE 168: Aerospace Vehicle Dynamics and Control, Fall 2022 Approximate Course Schedule

Week/Dates	Discussions Topics/Activities
Week 1	
F 08/19	Start of the Fall 2022 Semester
Week 2	Welcome to AE 168, Class Orientation, Syllabus Discussion
T 08/23 & Th 08/25	Rigid Body Notation for Aircraft Dynamics and Control