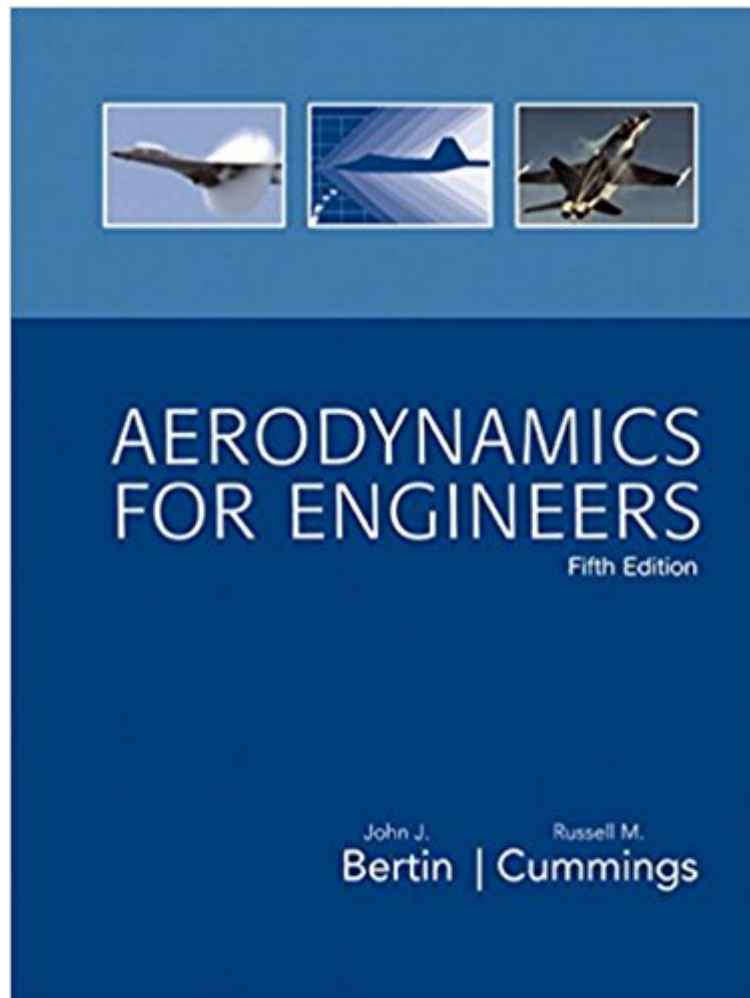




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Aerodynamics For Engineers (5th Edition)



Synopsis

KEY BENEFIT: From low-speed through hypersonic flight, this book merges fundamental fluid mechanics, experimental techniques, and computational fluid dynamics techniques to build a solid foundation in aerodynamic applications. Many references are recent publications by the world's finest aerodynamicists with expertise in subsonic, transonic, supersonic, and hypersonic aerodynamics. **KEY TOPICS:** Starts the new edition with a fun, readable, and motivational presentation on aircraft performance using material on Specific Excess Power (taught to all cadets at the U.S. Air Force Academy). Adds new sections to later chapters, presenting new real-world applications. Includes a CD-ROM with Excel spreadsheets to solve a wide range of problems showing simple CFD applications, experimental correlations, and more. A useful reference for professionals in the aeronautics industry.

Book Information

Hardcover: 752 pages

Publisher: Pearson; 5 edition (June 28, 2008)

Language: English

ISBN-10: 0132272687

ISBN-13: 978-0132272681

Product Dimensions: 7.4 x 1.2 x 9.4 inches

Shipping Weight: 2.7 pounds (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars 56 customer reviews

Best Sellers Rank: #302,827 in Books (See Top 100 in Books) #28 in Books > Engineering & Transportation > Engineering > Aerospace > Aerodynamics #169 in Books > Textbooks > Engineering > Aeronautical Engineering #315 in Books > Textbooks > Science & Mathematics > Mechanics

Customer Reviews

This comprehensive guide to aerodynamics focuses on practical problems and discusses the fundamental principles and techniques used to solve these problems. --This text refers to an out of print or unavailable edition of this title.

The fourth edition of Aerodynamics for Engineers has been written to reflect the rapid advances in software and in hardware that have resulted in the ever increasing use of Computational Fluid Dynamics (CFD) in the design of aerospace vehicles. The increased reliance on computational

methods has led to two changes unique to the fourth edition. Some very sophisticated numerical solutions for high-alpha flow fields (Chapter 7), transonic flows around an NACA airfoil (Chapter 9), and flow over the SR-71 at three high-speed Mach numbers (Chapter 11) appear for the first time in *Aerodynamics for Engineers*. Although these results have appeared in the open literature, the high-quality figures were provided by Cobalt Solutions, LLC, using the post-processing packages Fieldview and EnSight. Chapter 14 has been completely rewritten to provide a discussion of the complementary use of experiment and of computation as tools for defining the aerodynamic environment. This was the greatest single change to the text. Chapter 14 was a major effort, intended to put in perspective the strengths and limitations of the various tools that were discussed individually throughout the text.

After the first two PHBs I was worried this one would feel unneeded. While, in my personal opinion, the other two are more important, the *Player's Handbook 3* is a great addition to the game. The Psionic classes are uniquely cool because of the Power Point system they use to bolster their At Will Powers. The other non Psionic classes are also really cool in their own unique ways (such as Rune priest's Rune abilities). The races are interesting - none of them are bad or anything like that, they are just (like the classes) very unique in comparison to the others. This book also makes a better hybrid class system due to its rules updates. Overall a great buy and I highly recommend it.

This book adds tremendously solid options (and a few crummy ones) to the D&D4e library. The hybrid classing opens some really unique possibilities and the skill powers are great for adding some flavor to characters who don't want to be defined by how many things they can hit in a turn. Overall not as good as the PHB2 but still fantastic. The book has a lot of material that can be situational but also gives us great stuff like the monk and the rune priest.

Let me jump straight to chapter 8, if you never read *Modern Compressible Flow* by Anderson, which is the textbook that my school uses for Gas Dynamics course, then you won't be able to do some of the problems given in this particular chapter, such as problem 8.18 (reflected shock, which isn't covered/is barely covered by the authors). If you plan to use this book for introduction to compressible flow or Gas Dynamics, stay away & stick to Anderson's book that I mentioned earlier (after you've read that book, then go ahead & read this book). It is not a bad book overall, but it cannot be used by itself. If you want a decent aerodynamics textbook/reference, then go with another Anderson's excellent book called *Fundamentals of Aerodynamics*. However, you shouldn't

stick with just one book, build your library because some books have their pros and cons.

Its a cool book, but with all the new technologies and the DDI (Dungeons and Dragons Insider) this book is not really necessary, in fact no players handbook is... However i love having these books and just reading, looking at the great pictures, and in some years when i open the old box in the attic, there will they be, ready to be used once again. So, if you are looking for playing at low cost, fast and easy, or you are new to D&D become a DDI member, if you are a collector or you want to get deep in the game, buy the books. Its like buying CDs, not necessary nowadays, but they are cool.

While not sharing the variety in and of itself that the previous books had, the race/ class mix in the PH3 allow for an enormous amount of variation for any game. The addition of the psionic power source gives storyteller DMs like myself an infinite range of possibilities. Well worth the effort from players who want to inject something new into their game as well.

I liked 4ed, but I am really excited to get into 5e, but why would they not offer a core book collection instead of each one separate? And what is up with no pdf versions?

The PHB3 for 4E DnD showed up very quickly and in very good condition. I've just recently started playing 4E with my group; they were very reluctant to give up 3rd edition. One of their common complaints among them were the lack of choices for their characters. This book adds some very good new material and updates some old 3rd classes that appealed to some of my players. Overall, very good book, invaluable for 4E especially if you want to use psionics.

In my senior year as a mechanical engineering student and this book makes it on my list of worst texts I have ever read. The material this book is teaching is complicated, which means the authors should have taken extra care to break things down slowly and concisely. What they did was just the opposite. The book is full of complicated math with little explanation, and irrelevant assumptions with too much explanation.

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