**AKPORUERE DAVID**

**17/ENG03/010**

**CIVIL ENGINEERING**

**1a) Methods of levelling**

**Height of collimation system**

**Advantages**

* It is rapid as it involves few Calculation
* There are two checks on the accuracy of RL calculation
* This system is suitable for longitudinal leveling where number of intermediate sights
* Visualization is not necessary regarding the nature of the ground

**Disadvantages**

* There is no check on the RL of the intermediate sight
* Errors in the intermediate RLs cannot be detected.

**Rise and fall system**

**Advantages**

* There is a check on the RL of the intermediate points
* Errors in the intermediate RLs can be detected as all the points are correlated
* There are three checks on the accuracy of RL calculation
* This system is suitable where there are no intermediate sights

**Disadvantages**

* It is laborious involving several calculations.
* Visualization is necessary regarding the nature of the ground

**1b)**

RL=110+matric No.=110+10=120

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| B.S | I.S | F.S | H OF C | R.L | DISTANCE | REMARKS |
| 0.771 |  |  | 120.771 | 120 | 0 | RL |
| 0.802 |  | 1.52 | 120.053 | 119.251 | 10 | CP |
|  | 2.311 |  |  | 117.742 | 20 |  |
| 3.580 |  | 1.990 | 121.643 | 118.063 | 30 | CP |
|  | 1.220 |  |  | 120.423 | 40 |  |
|  | 3.675 |  |  | 117.968 | 50 |  |
| 2.408 |  | 4.020 | 120.031 | 117.623 | 60 | CP |
|  | 0.339 |  |  | 119.692 | 80 |  |
| 0.780 |  | 0.157 | 120.654 | 119.874 | 90 | CP |
|  | 1.535 |  |  | 119.119 | 100 |  |
|  | 1.955 |  |  | 118.699 | 110 |  |
|  | 2.430 |  |  | 118.224 | 120 |  |
|  | 2.985 |  |  | 117.669 | 130 |  |
| 1.155 |  | 3.480 | 118.329 | 117.174 | 140 | CP |
|  | 1.960 |  |  | 116.369 | 150 |  |
|  | 2.365 |  |  | 115.964 | 160 |  |
| 0.935 |  | 3.640 | 115.624 | 114.689 | 170 | CP |
|  | 1.045 |  |  | 114.579 | 180 |  |
|  | 1.630 |  |  | 113.994 | 190 |  |
|  |  | 2.545 |  | 113.079 | 200 |  |
| =10.431 |  | =17.352 |  |  |  |  |

HC=RL+BS

HC(1)=120+0.711=120.771

RL=HC-FS

RL(1)=120.771-1.52=119.251

HC(2)=119.251+0.802=120.053

RL(2)=120.053-2.311=117.742

RL(3)=120.053-1.990=118.063

HC(3)=118.063+3.580=121.643

RL(4)=121.643-1.220=120.423

RL(5)=121.643-3.675=117.968

RL(6)=121.643-4.020=117.623

HC(4)=117.623+2.408=120.031

RL(7)= 120.031-0.339=119.692

RL(8)= 120.031-0.157=119.874

HC(5)=120.654+0.780=120.654

RL(9)= 120.654-1.535=119.119

RL(10)= 120.654-1.955=118.699

RL(11)= 120.654-2.430=118.224

RL(12)= 120.654-2.985=117.669

RL(13)= 120.654-3.480=117.174

HC(6)=118.329+1.155=118.329

RL(14)= 118.329-1.960=116.369

RL(15)= 118.329-2.365=115.964

RL(16)= 118.329-3.640=114.689

HC(7)=114.689+0.935=115.624

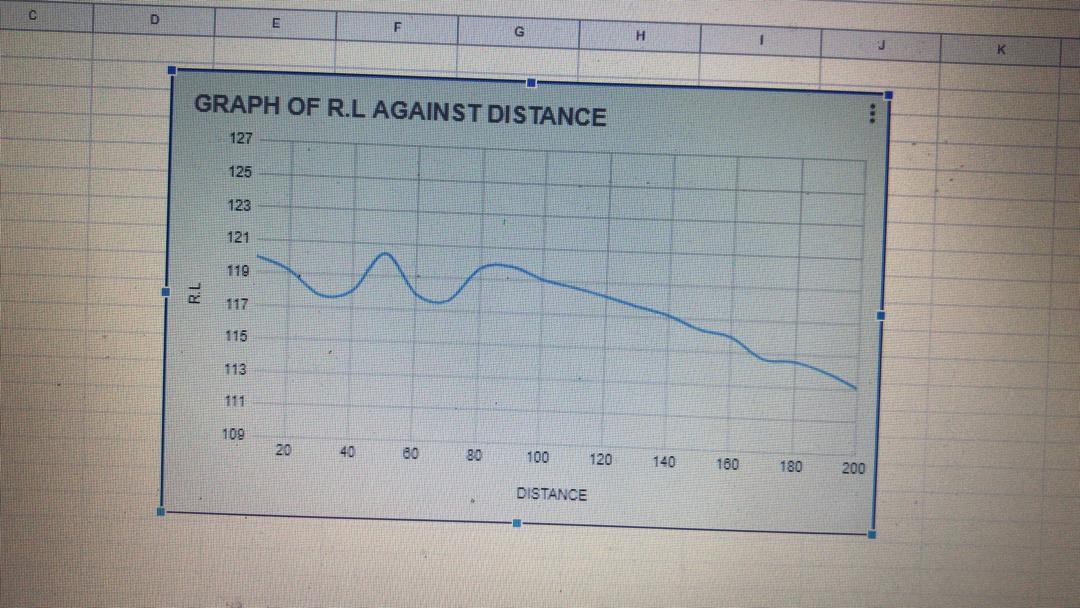
RL(17)= 115.624-1.045=114.579

RL(17)= 115.624-1.630=113.994

RL(17)= 115.624-2.545=113.079

Check==R.L at first point-R.L at last point

=6.921=6.921



QUESTION 2

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Chainage(m) | 0 | 30 | 60 | 90 | 120 | 150 | 180 | 210 | 240 | 270 |
| Offset length(m) | 0 | 2.65 | 3.80 | 3.75 | 4.65 | 3.60 | 5.00 | 5.80 | 6.10 | 5.85 |

Using Mid-ordinate rule:

A=hd

h1= =1.325m

h2= =3.225m

h3= =3.775m

h4= =4.2m

h5= =4.125m

h6= =4.3m

h7= =5.4m

h8= =5.9m

h9= =5.925m

38.175m

d=30m

A=

=

A=

Using average ordinate rule

A=

n=9

d=30

41.2m

A=

A=

Using trapezoidal rule

A=

A=

A=

A=

Using Simpson's rule

Note: Last offset was removed because number of offsets were even

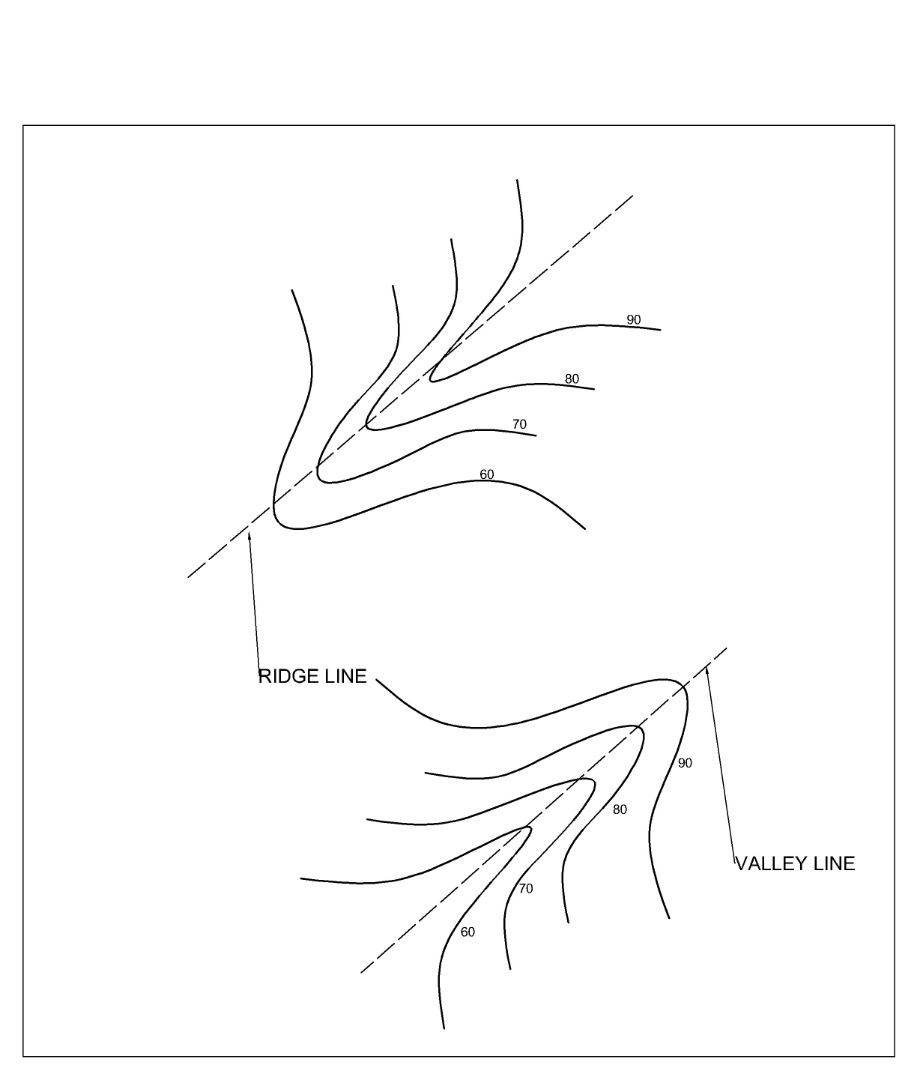
Calculating for last offset using trapezoidal rule

A=

Therefore

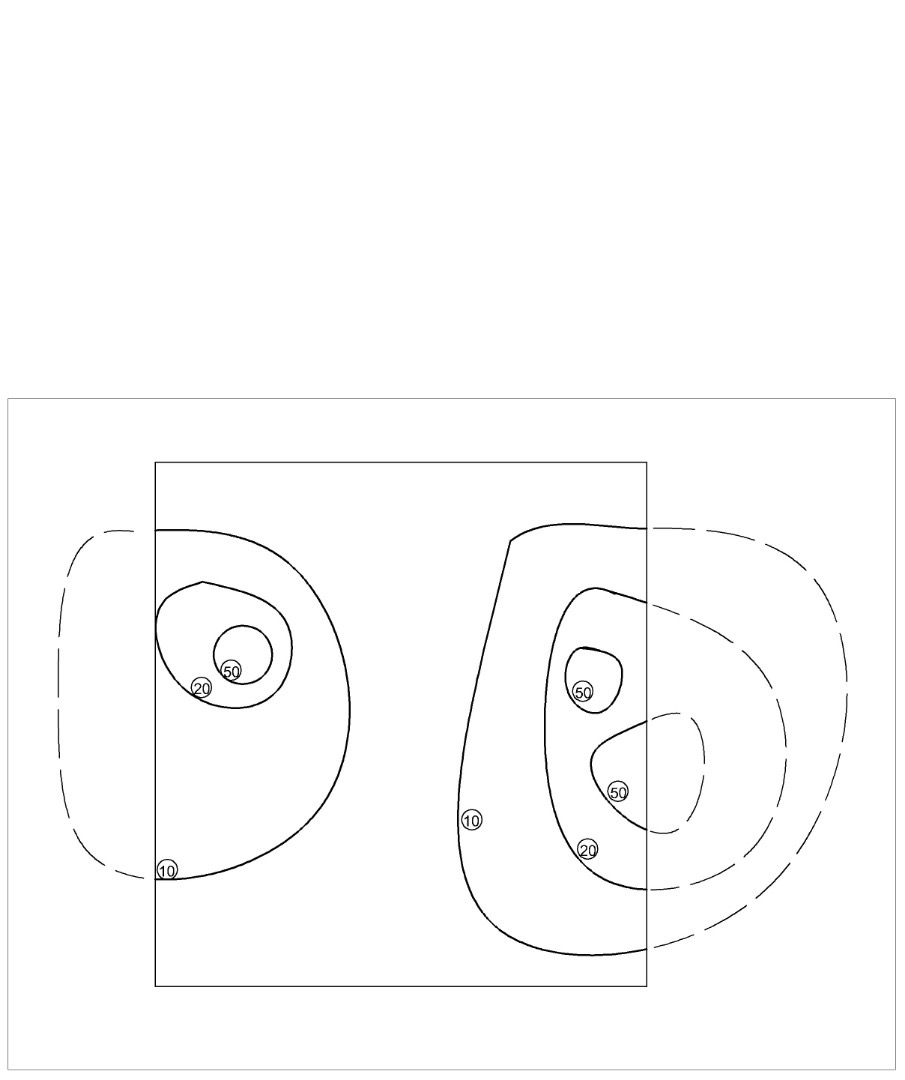
2bi.

Contour lines crosses a ridge or a valley at right angle. If the higher values are inside the bend or loop in the contour it represent a ridge and if the higher values are outside the bend it represents a valley.



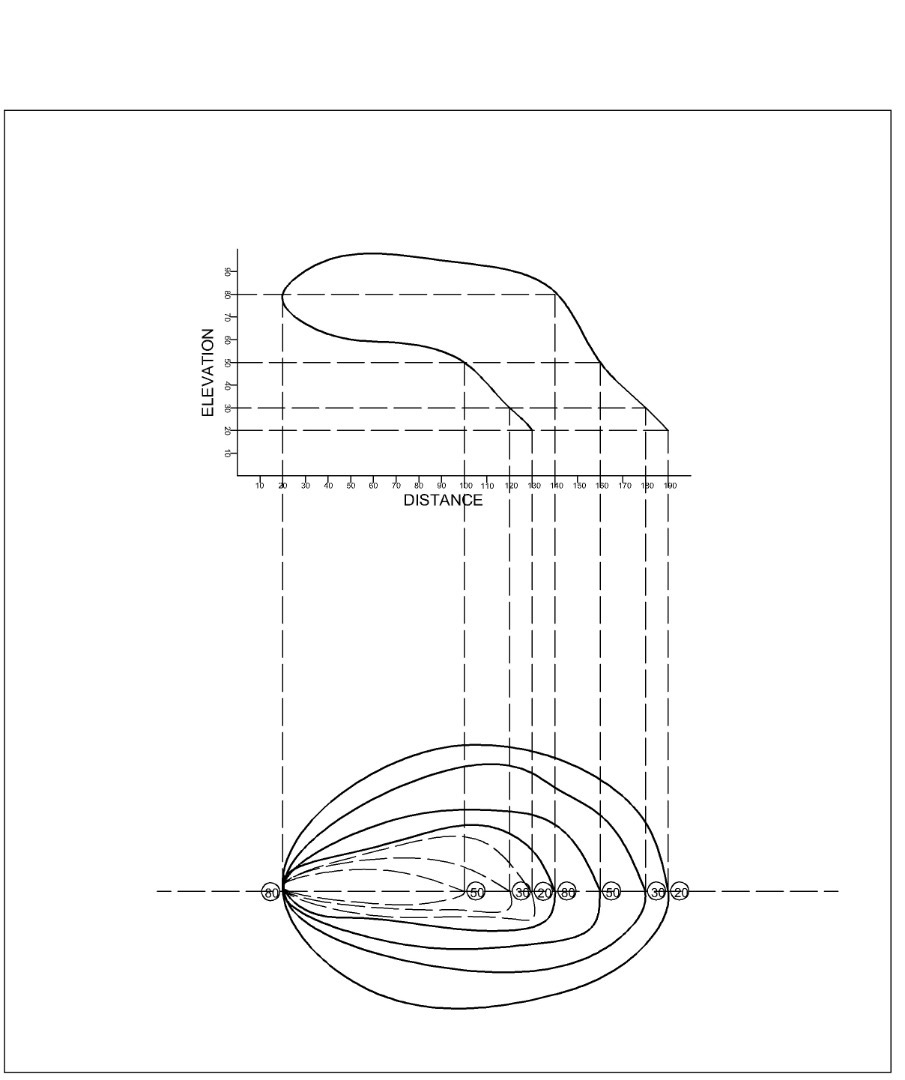
2bii.

Contours lines cannot end anywhere but close on themselves either within or outside the limit of the map.



2biii

Contour lines cannot merge or cross one another on a map except in the case of an overhanging cliff.



2biv.

Contours do not run into one another except in the case of a vertical cliff .in this case ,several contours concide, and the horizontal equivalent becomes zero.

