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**MATRIC: 17/ENG03/053**

**DEPARTMENT: CIVIL ENGINEERING**

**1a) Methods of levelling**

**Height of collimation system**

**Advantages**

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

**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 are three checks on the accuracy of RL calculation
* 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
* This system is suitable where there are no intermediate sights

**Disadvantages**

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

**1b)**

RL=110+matric No.=110+53=163

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| B.S | I.S | F.S | H OF C | R.L | DISTANCE | REMARKS |
| 0.771 |  |  | 163.771 | 163 | 0 | RL |
| 0.802 |  | 1.52 | 163.053 | 162.251 | 10 | CP |
|  | 2.311 |  |  | 160.742 | 20 |  |
| 3.580 |  | 1.990 | 164.643 | 161.063 | 30 | CP |
|  | 1.220 |  |  | 163.423 | 40 |  |
|  | 3.675 |  |  | 160.968 | 50 |  |
| 2.408 |  | 4.020 | 163.031 | 160.623 | 60 | CP |
|  | 0.339 |  |  | 162.692 | 80 |  |
| 0.780 |  | 0.157 | 163.654 | 162.874 | 90 | CP |
|  | 1.535 |  |  | 162.119 | 100 |  |
|  | 1.955 |  |  | 161.699 | 110 |  |
|  | 2.430 |  |  | 161.224 | 120 |  |
|  | 2.985 |  |  | 160.669 | 130 |  |
| 1.155 |  | 3.480 | 161.329 | 160.174 | 140 | CP |
|  | 1.960 |  |  | 159.369 | 150 |  |
|  | 2.365 |  |  | 158.964 | 160 |  |
| 0.935 |  | 3.640 | 158.624 | 157.689 | 170 | CP |
|  | 1.045 |  |  | 157.579 | 180 |  |
|  | 1.630 |  |  | 156.994 | 190 |  |
|  |  | 2.545 |  | 156.079 | 200 |  |
| =10.431 |  | =17.352 |  |  |  |  |

HC=RL+BS

HC(1)=163+0.711=163.771

RL=HC-FS

RL(1)=163.771-1.52=162.251

HC(2)=162.251+0.802=163.053

RL(2)=163.053-2.311=160.742

RL(3)=163.053-1.990=161.063

HC(3)=161.063+3.580=164.643

RL(4)=164.643-1.220=163.423

RL(5)=164.643-3.675=160.968

RL(6)=164.643-4.020=160.623

HC(4)=160.623+2.408=163.031

RL(7)= 163.031-0.339=162.692

RL(8)= 163.031-0.157=162.874

HC(5)=162.654+0.780=163.654

RL(9)= 163.654-1.535=162.119

RL(10)= 163.654-1.955=161.699

RL(11)= 163.654-2.430=161.224

RL(12)= 163.654-2.985=160.669

RL(13)= 163.654-3.480=160.174

HC(6)=160.329+1.155=161.329

RL(14)= 161.329-1.960=159.369

RL(15)= 161.329-2.365=158.964

RL(16)= 161.329-3.640=157.689

HC(7)=157.689+0.935=158.624

RL(17)= 158.624-1.045=157.579

RL(17)= 158.624-1.630=156.994

RL(17)= 158.624-2.545=156.079

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

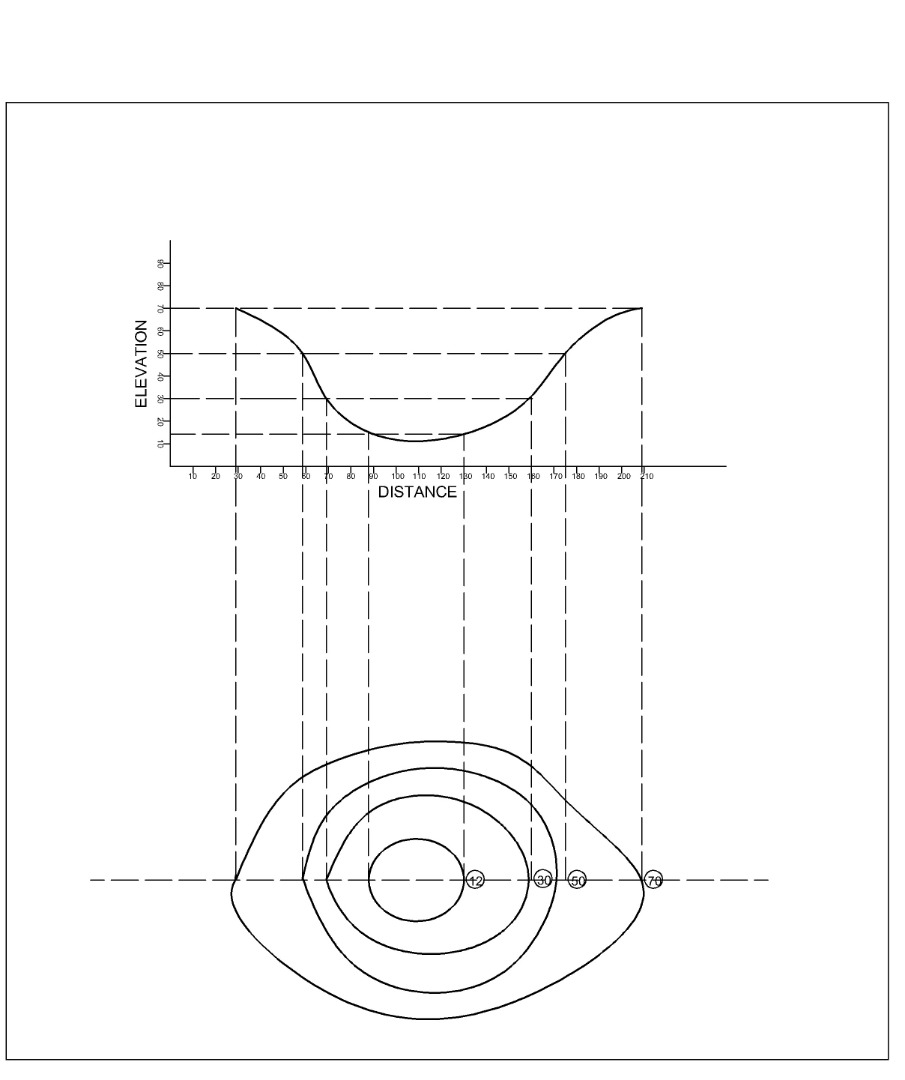
Note: Last offset was removed because number of offsets were even

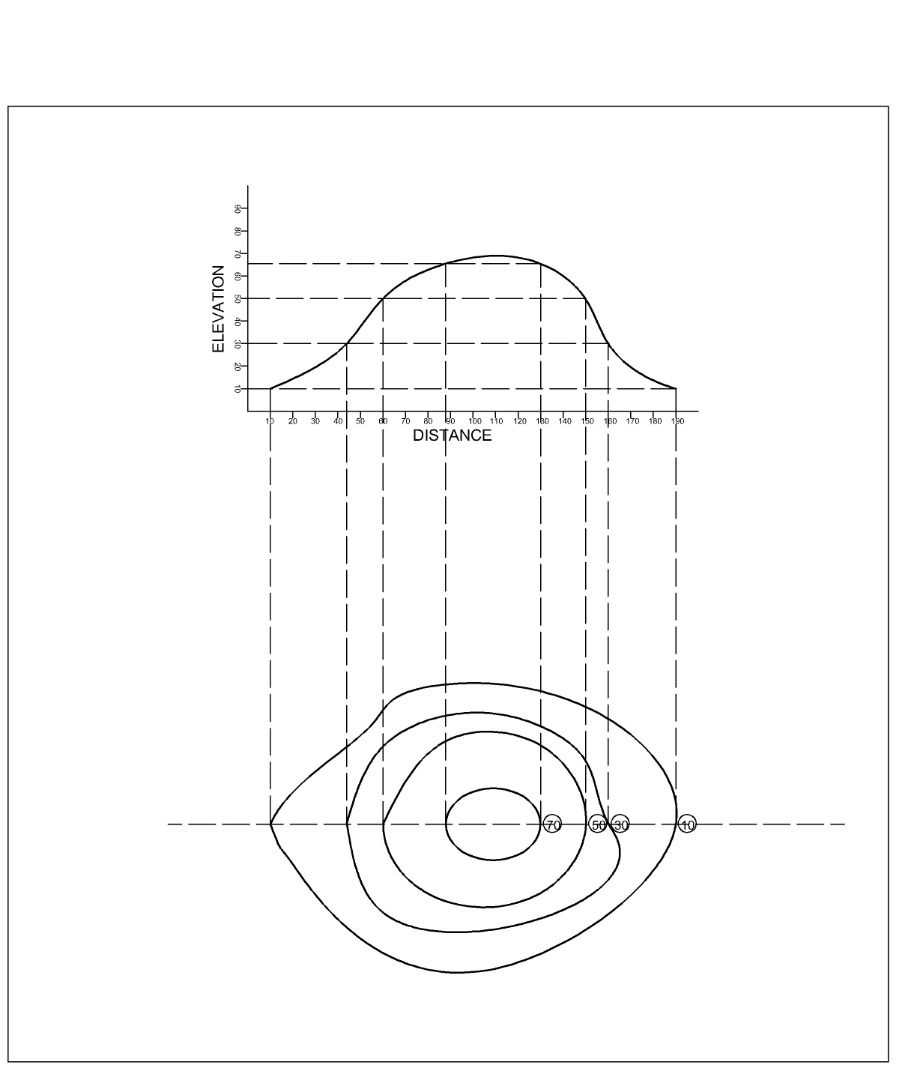
Calculating for last offset using trapezoidal rule

A=

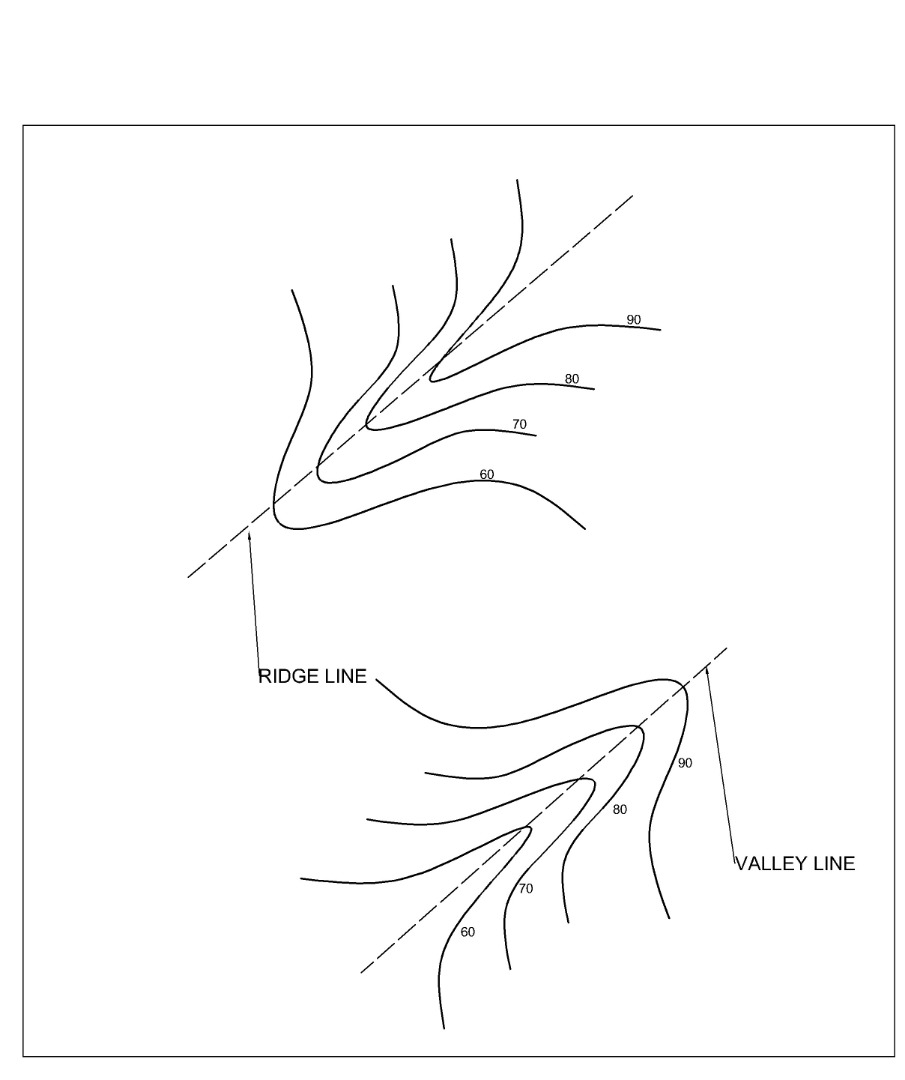
Therefore

(b)

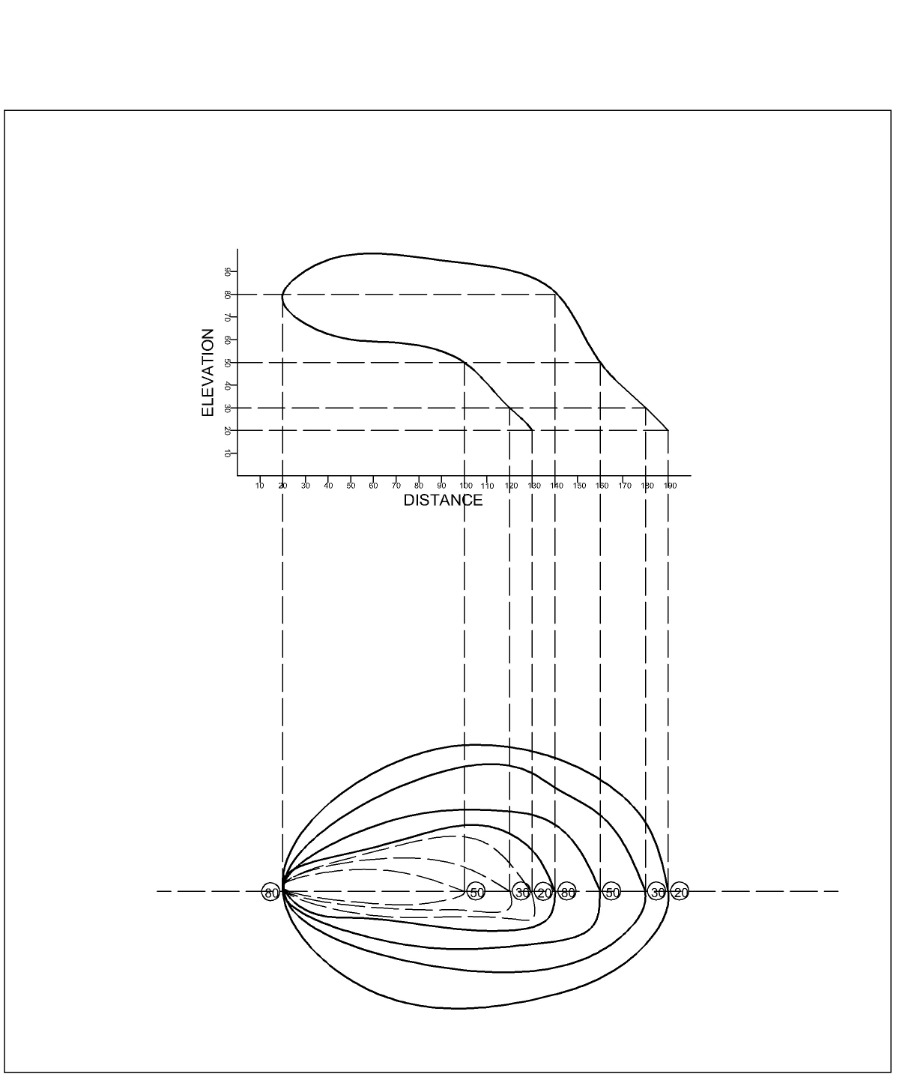
* Irregular contours indicate uneven surface.
* Approximately concentric closed contours with decreasing values towards center indicate a pond
* Contour lines generally do not meet or intersect each other. If contour lines are meeting in some portion, it shows existence of a vertical cliff.



* Contour lines with U-shape with convexity towards lower ground indicate ridge.
* Contour lines with V-shaped with convexity towards higher ground indicate valley.



* Contours of different elevations cannot cross each other. If contour lines cross each other, it shows existence of overhanging cliffs or a cave.



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