

Review

$$100 \frac{\text{km}}{\text{h}} \left(\frac{1000 \text{ m}}{1 \text{ km}} \right) \left(\frac{1 \text{ h}}{3600 \text{ s}} \right) = 27.8 \text{ m/s}$$

6. $v_1 = 100 \text{ km/h}$

$v_2 = 0$

$a = -0.60 \text{ m/s}^2$

$\Delta t = ?$

$a = \frac{\Delta v}{\Delta t}$

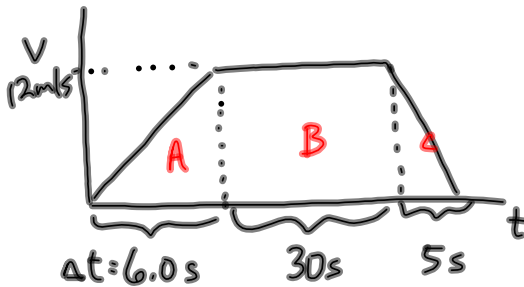
$a = \frac{v_2 - v_1}{\Delta t}$

$\Delta t = \frac{v_2 - v_1}{a}$

$$\Delta t = \frac{0 - 27.8 \text{ m/s}}{-0.60 \text{ m/s}^2}$$

$$\Delta t = 46 \text{ s}$$

8.



$\Delta t = 6.0\text{ s}$

$a = 2.0\text{ m/s}^2$

$v_1 = 0$

$v_2 = ?$

A - constant acceleration

$v_{ave} = \frac{\Delta d}{\Delta t}$

$a = \frac{\Delta v}{\Delta t}$

$a = \frac{v_2 - v_1}{\Delta t}$

$a \Delta t = v_2 - v_1$

$v_2 = v_1 + a \Delta t$

$v_2 = 0 + (2.0\text{ m/s}^2)(6.0\text{ s})$

$v_2 = 12\text{ m/s}$

$\frac{v_1 + v_2}{2} = \frac{\Delta d}{\Delta t}$

$\Delta d = \left(\frac{v_1 + v_2}{2}\right) \Delta t$

$\Delta d = \left(\frac{0 + 12\text{ m/s}}{2}\right)(6.0\text{ s})$

$\Delta d = 36\text{ m}$

B - Constant Velocity

$v = \frac{\Delta d}{\Delta t}$

$\Delta d = v \Delta t$

$\Delta d = (12\text{ m/s})(30\text{ s})$

$\Delta d = 360\text{ m}$

↑ uncertain

A → 36 m

B → 360 m

C → 30 m

$\underline{\underline{426\text{ m}}} \Rightarrow 4.3 \times 10^2\text{ m}$

C - Constant Acceleration

$v_{ave} = \frac{\Delta d}{\Delta t}$

$\Delta d = v_{ave} \Delta t$

$\Delta d = \left(\frac{v_1 + v_2}{2}\right) \Delta t$

$\Delta d = \left(\frac{12\text{ m/s} + 0}{2}\right) 5.0\text{ s}$

$\Delta d = 30\text{ m}$

Dynamics Review

Newton's Laws:

1 - Law of Inertia

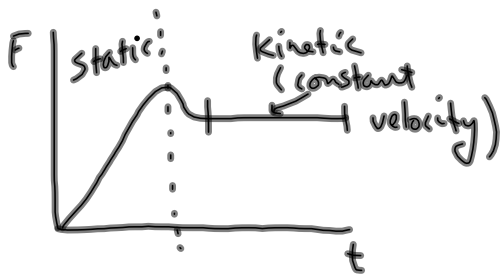
2 - $\vec{F}_{net} = m\vec{a}$ ($a \propto F$, $a \propto \frac{1}{m}$)

3 - Action-Reaction

$(\vec{F}_{AB} = -\vec{F}_{BA})$

weight $\Rightarrow F_g = mg$ ($g = 9.8 \text{ m/s}^2$)
(force of gravity)

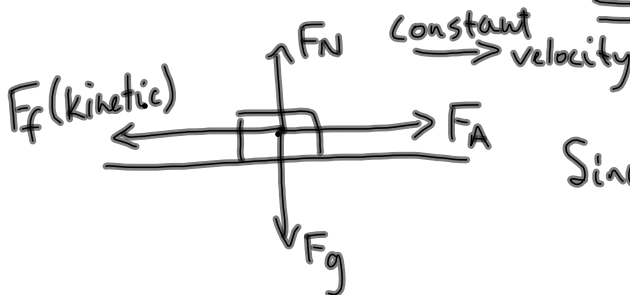
Friction \Rightarrow static + kinetic



Static: $F_f \leq \mu_s F_N$

kinetic: $F_f = \mu_k F_N$

FBD - Free Body Diagrams are ESSENTIAL !!



Since the velocity is constant

$F_A = F_f$

Since there is no motion vertically

$F_N = F_g$

F_N is ALWAYS perpendicular to the surface !!