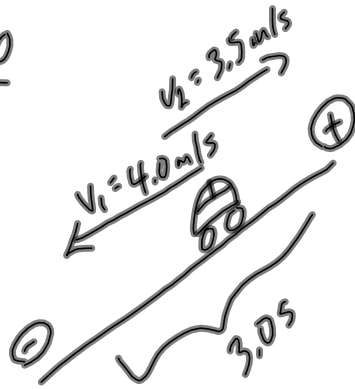


PP/80

2.



$$\vec{a} = \frac{\Delta \vec{V}}{\Delta t}$$

$$\vec{a} = \frac{\vec{V}_2 - \vec{V}_1}{\Delta t}$$

$$a = \frac{3.5 \text{ m/s} - (-4.0 \text{ m/s})}{3.0 \text{ s}}$$

$$a = \frac{+7.5 \text{ m/s}}{3.0 \text{ s}}$$

$$a = +2.5 \text{ m/s}^2$$

$$\vec{a} = 2.5 \text{ m/s}^2 \text{ [uphill]}$$

$$3. \quad V_2 = 0 \text{ m/s}$$

$$\Delta t = 3.0 \text{ s}$$

$$a = -8.0 \text{ m/s}^2$$

$$V_1 = ??$$

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

$$a = \frac{V_2 - V_1}{\Delta t}$$

$$a \Delta t = V_2 - V_1$$

$$V_1 + a \Delta t = V_2$$

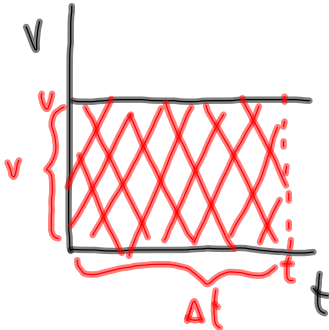
$$V_1 = V_2 - a \Delta t$$

$$V_1 = 0 - (-8.0 \text{ m/s}^2)(3.0 \text{ s})$$

$$V_1 = 24 \text{ m/s}$$

# Displacement & Acceleration

Consider an object travelling at a constant velocity:



Area of Rectangle =  $l \times w$

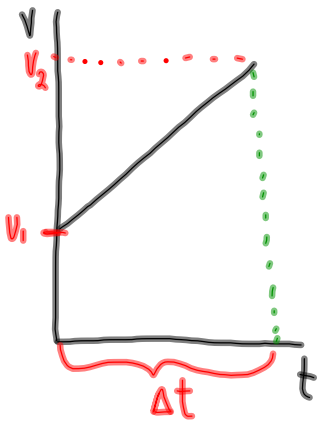
$$\text{Area} = v \cdot \Delta t$$

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

$$\Delta d = v \Delta t$$

Area under a v-t graph =  $\Delta d$

Consider an object moving with constant acceleration



Area of a trapezoid =  $\frac{1}{2} b (h_1 + h_2)$

area is  $\Delta d \rightarrow \Delta d = \frac{1}{2} (\Delta t) (v_1 + v_2)$

$$\Delta d = \frac{1}{2} (v_1 + v_2) (\Delta t)$$

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

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

Recall:

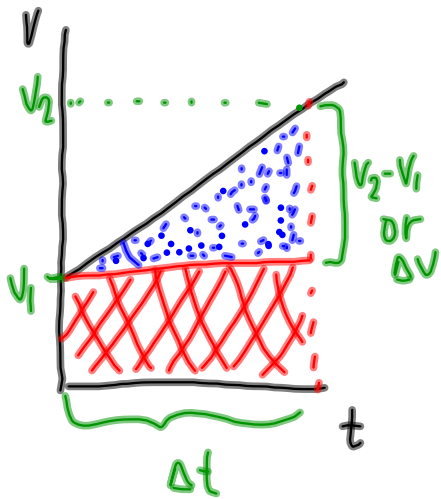
$$v_{\text{ave}} = \frac{\Delta d}{\Delta t}$$

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

same  $\rightarrow$

where

$$v_{\text{ave}} = \frac{v_1 + v_2}{2}$$



Area = Area of  $\square$  + Area of  $\Delta$

Area =  $v_1 \Delta t + \frac{1}{2} (\Delta v) (\Delta t)$

Area =  $v_1 \Delta t + \frac{1}{2} (a \Delta t) (\Delta t)$

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

Not a necessary  $\Rightarrow$  equation, BUT convenient.

$\Delta d = v_1 \Delta t + \frac{1}{2} a (\Delta t)^2$

Maybe Useful Equations:

①  $\Delta d = v_1 \Delta t + \frac{1}{2} a (\Delta t)^2$

②  $\Delta d = v_2 \Delta t - \frac{1}{2} a (\Delta t)^2$

③  $v_2^2 = v_1^2 + 2a \Delta d$

Will Always be given

You need to know:

(this is all you really need!)

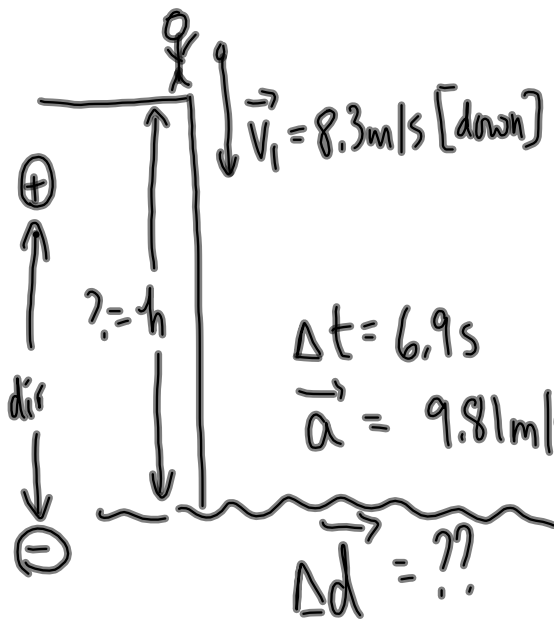
$v_{ave} = \frac{\Delta d}{\Delta t}$

where

$v_{ave} = \frac{v_1 + v_2}{2}$

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

mp/84



$$\Delta d = v_1 \Delta t + \frac{1}{2} a (\Delta t)^2$$

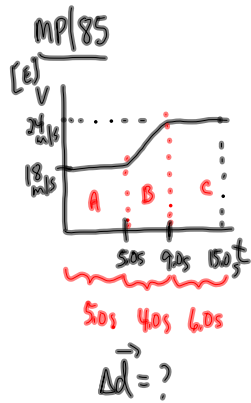
$$\Delta d = (-8.3 \text{ m/s})(6.9 \text{ s}) + \frac{1}{2} (9.81 \text{ m/s}^2)(6.9 \text{ s})^2$$

$$\Delta d = -57.27 \text{ m} - 233.53 \text{ m}$$

$$\Delta d = -290.80 \text{ m}$$

$$\Delta \vec{d} = -2.9 \times 10^2 \text{ m [down]}$$

$$\therefore h = 2.9 \times 10^2 \text{ m}$$



Section A: (constant velocity)

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

$$\Delta d = v \Delta t$$

$$\Delta d = (18 \text{ m/s})(5.0 \text{ s})$$

$$\Delta d = 90 \text{ m}$$

$$\Delta \vec{d} = 90 \text{ m} [\vec{E}]$$

Section B: (constant acceleration)

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

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

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

$$\Delta d = \left( \frac{18 \text{ m/s} + 24 \text{ m/s}}{2} \right) (4.0 \text{ s})$$

$$\Delta d = (21 \text{ m/s})(4.0 \text{ s})$$

$$\Delta d = 84 \text{ m}$$

$$\Delta \vec{d} = 84 \text{ m} [\vec{E}]$$

Section C: (constant velocity)

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

$$\Delta d = v \Delta t$$

$$\Delta d = (24 \text{ m/s})(6.0 \text{ s})$$

$$\Delta d = 144 \text{ m}$$

$$\Delta \vec{d} = 144 \text{ m} [\vec{E}]$$

TOTAL:  $\Delta \vec{d} = 90 \text{ m} [\vec{E}] + 84 \text{ m} [\vec{E}] + 144 \text{ m} [\vec{E}]$

$$\Delta d = 318 \text{ m} [\vec{E}]$$

$$\Delta \vec{d} = 3.2 \times 10^2 \text{ m} [\vec{E}]$$

320 m  
is it 2 or 3 sig?

PP | 89 | not 5