

Exam #2 Information (I)

What will be covered?

- Motion in two dimensions (Chapter 3 Secs. 1-4, 6-7)
- Forces and Newton's Laws
- (Chapter 4 Secs. 1-8 and Chapter 5 Secs. 1-5)
- Gravity (Chapter 6 Sec. 6)
 - Torque, center of gravity and static equilibrium (Chapter 7 Secs. 2-3 and Chapter 8 Sec. 1-2)
 - (Chapter 7 Secs. 2-3 and Chapter 8 Sec. 1-2)
 - Material from homework assignments #4, #5, #6, #7, #8

Exam format

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- Multiple choice problems + 1 written problem
- Mixture of conceptual questions (PRS like) and
- numerical problems (homework like)
 - Sample exam + MasteringPhysics practice now available
 - (sample exam will be discussed during the special help session)

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Exam 2: units

Use SI units

distance unit:	m
mass unit:	kg
time unit:	S
force unit:	N (or kg m/s ²)

Conversions

1	km	=	10 ³ n	n
1	cm	=	10 ⁻² I	m
1	mi	=	1600	m
1	gran	า=	10 ⁻³	kg
1	ĥ	=	3600	S
1	min	=	60 s	
1	lb	=	4.45	Ν

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Exam 2: vectors & concepts





Know and understand main concepts in the lecture notes

acceleration, forces, Newton's laws, projectile motion, gravity, torque, static equilibrium

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Trigonometry reminder: "SOHCAHTOA"



To determine the x- and y-axis components of a vector it is useful to remember "SOH CAH TOA" For example, the x-axis component would be $A = H \cos \theta$

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Exam 2: Equation toolkit

Motion kinematics

valid only if constant acceleration btw initial time t_i and final time t_f

$$(v_x)_f = (v_x)_i + a_x \Delta t$$
$$(v_x)_f^2 = (v_x)_i^2 + 2a_x \Delta x$$
$$x_f = x_i + (v_x)_i \Delta t + \frac{1}{2}a_x (\Delta t)^2$$

Projectile 2D motion $a_x = 0$ and $a_y = -g$

$$(v_x)_f = (v_x)_i \qquad (v_y)_f = (v_y)_i - g\Delta t$$
$$(v_y)_f = x_i + (v_x)_i\Delta t \qquad (v_y)_f^2 = (v_y)_i^2 - 2g\Delta y$$
$$y_f = y_i + (v_y)_i\Delta t - \frac{1}{2}g(\Delta t)^2$$

Compute Δt to relate motion along x-axis to motion along y-axis If Δy is given, generally compute Δt from y-motion If Δx is given, generally compute Δt from x-motion

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Exam 2: Equation toolkit

Forces and motion

acceleration is the link between forces and motion

Newton's 2nd law

$$\left(\begin{array}{c} \sum F_x = ma_x \\ \sum F_y = ma_y \end{array} \right)$$

If given forces acting on an object:

- 1. Identify forces & draw free-body diagram
- 2. Compute net force along x and y axes (or just 1 axis as required)
- 3. Compute corresponding acceleration using Newton's 2nd law
- 4. Use kinematics equations (previous slide) to determine the change in motion (e.g. find final position, velocity, etc.)

If given information about motion (e.g. displacement Δx , time interval Δt , initial and/or final velocities):

- 1. Use kinematics equations and motion information to compute the acceleration
- 2. Compute magnitude and direction of net force using Newton's 2nd law

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Exam 2: Equation toolkit

Different forces



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Torque

 $\tau = r_{\perp}F = rF\sin\phi$

Center of gravity

Static equilibrium

 $\left. \begin{array}{c} \sum F_x = 0 \\ \sum F_y = 0 \end{array} \right\} \quad \text{No net force}$

 $\sum \tau = 0$ } No net torque

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The line of action extends **Exam 2: Equation toolkit** in the direction of the force vector, and passes through the point at which the force acts. Pivot The x-coordinate of the center of gravity is Line of $x_{\rm cg} = \frac{x_1 m_1 + x_2 m_2 + x_3 m_3 + \cdots}{m_1 + m_2 + m_3 + \cdots}$ action The moment arm r extends from the pivot to the line of action and is perpendicular to the line of action.

For an extended object (e.g. horizontal beam in problem 7.20), consider the weight of the beam as acting at its center of gravity

Choose pivot point at a location where one of the forces is unknown S.Willocq Physics 131