

You wouldn't see it before it hit you.

12. In SS frame
$$X_1' = X_1 - V_1$$
, f save for X_2', V_2' .

 $V_1' = V_1 - V_2'$

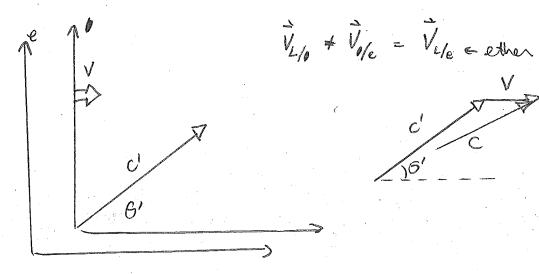
$$\frac{1}{2} m v_2^2 - \frac{1}{2} m v_1^2 = \frac{1}{2} m (v_2^2 - 2v_2 V + \chi^2 - v_1^2 + 2v_1 V - \chi^2)$$

$$= \frac{1}{2} m v_2^2 - \frac{1}{2} m v_1^2 + m V (v_1 - v_2) = \Delta K'$$

$$W' = F \times displacement'$$
 $F (x_2'-x_1') = F (x_2-Vt_1-x_1+Vt_1)$
 $= F (x_2-x_1) + F V (t_1-t_2)$
 $= W + F \cdot V \cdot (t_1-t_2)$

Nite that
$$W = \frac{1}{2}mV_2^2 - \frac{1}{2}mV_1^2$$

Does $FV(t_1-t_2) = mV(v_1-v_2)$? Yes, because $m\frac{\Delta V}{\Delta t} = F$



 $c^2 = (c'_{\star} + V)^T + c'_{\eta}^2 = (c'_{\star} \cos \theta' + V)^2 + c'_{\star} \sin \theta'$ = c'cos'6' + 2c'Vcose' + V' + C'sin'6' = c' + 2c'Vco56' + V (Law of covines!)

 $0 = c'^2 + 2c' V \cos 6' + (v^2 - c^2)$

 $C' = -2V\cos 6' \pm \sqrt{4V^2\cos^2 6' + 4(c^2-V^2)}$ quadratic formula voca + root to be > 0.

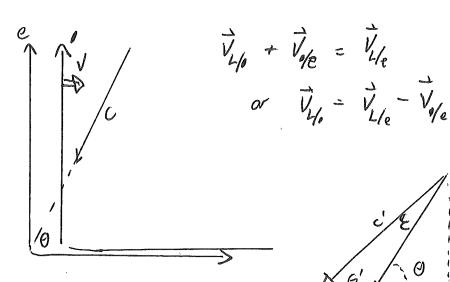
then V(1-cos'6') = v'sin'6' so c' = Vc-V'sin'6' - vcos6'

Upstream 6'=0 c'=c-v. V

Jounstream 6'= 180° c'= C+V (COSG'=-1)

across $6' = 90^{\circ}$ sin6' = 1 cos6' = 0 $c' = \sqrt{c^2 - v^2}$

16.(0)



$$\int ds = \frac{c_{\psi}}{c_{x} + V} = \frac{c_{sin\theta}}{c_{cos\theta} + V}$$

-Vo/e

-Vo/e

-Vo/e

coso + V/c

(b) For $\theta = 90^\circ$, tang = $\frac{C}{V} = \frac{3\times10^\circ \text{ m/r}}{30\times10^3 \text{ m/s}} = 10^4$ $\theta' = 89.994^\circ$ 17. Just modify the vector drawing above, by adding $V_{1/e}$, the ether drag reloats, to C'. You get C back!