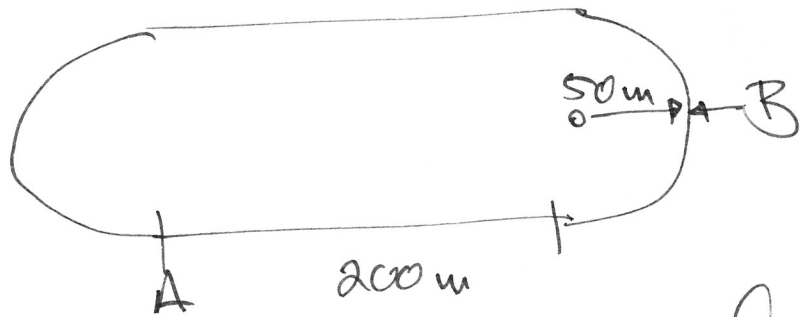


Given:



$$a_t = 0.6 \text{ m/s}^2$$

Req'd: \bar{v} & \bar{a} in e_n & e_t coord.

Assumptions: $a_t = \text{const}$

Strategy: write expressions for \bar{v} & \bar{a} in n/t , seek terms. will probably have to use kinematics from previous sections to find locations & speeds. Will also need to know how far from A \rightarrow B.

Estimate: Circle has circumference of $6R \cong 300 \text{ m}$.

$$\Rightarrow \text{As } A \rightarrow B = 200 \text{ m} + \frac{300}{4} \text{ m} \cong 275 \text{ m}$$

$$\text{given } a_t = -6 \Rightarrow v|_{t=10s} = 6 \text{ m/s} \quad v|_{t=20s} = 12 \text{ m/s}$$

$$\text{since } v_{\text{ave}} \cong \frac{1}{2} v_f \Rightarrow s|_{t=10s} = \frac{3 \text{ m}}{s} \cdot 10s = 30 \text{ m} \quad s|_{t=20} = \frac{6 \text{ m}}{s} \cdot 20s = 120 \text{ m}$$

$$\text{for } v|_{t=30} = 18 \text{ m/s} \quad s|_{30} = 270 \text{ m} \quad v|_{t=40s} = 24 \text{ m/s} \quad s|_{40} = 480 \text{ m}.$$

Estimate: cont previous page $\Rightarrow t \approx 30s$, $v_{peak} \approx 18m/s$
that sets some boundaries for me

Soln: $\vec{v} = v_t \hat{e}_t$, $\vec{a} = \frac{dv}{dt} \hat{e}_t + \frac{v^2}{\rho} \hat{e}_n$ \rightarrow could be $\rho \omega^2$
 $\hookrightarrow a_t = 0.6 m/s^2$

given that $a_t = \text{const}$

$$\Rightarrow \int a_t dt = \int dv \Rightarrow v_0 + at = v(t) \Rightarrow at = \frac{ds}{dt}$$

$$\Rightarrow \int_{t=0}^{t_B} at dt = \int_{s_0=0}^{s_B} ds \Rightarrow \frac{at_B^2}{2} = s_B$$

$$s_B = 200m + \frac{2\pi R}{4} = 200m + \frac{2\pi(50m)}{4} = 278.5m = s_B$$

$$\Rightarrow \sqrt{\frac{2s_B}{a}} = t_B = \sqrt{\frac{2(278.5m)}{.6 m/s^2}} = \sqrt{928.3s^2} = 30.5s$$

$$\Rightarrow v \Big|_{t=30.5s} = 0.6 m/s^2 \cdot 30.5s = 18.2 m/s = v_t \quad \left[\vec{v} = 18.2 m/s \hat{e}_t \right]$$

$$\vec{a} = 0.6 m/s^2 \hat{e}_t + \frac{v^2}{\rho} \hat{e}_n = 0.6 m/s^2 \hat{e}_t + \frac{(18.2 m/s)^2}{50m} \hat{e}_n = \left[0.6 m/s^2 \hat{e}_t + 6.63 m/s^2 \hat{e}_n \right]$$

Discussion: Fits my estimate way to well. Never the less I see no problems. From this accel I could calculate the forces acting on the car if need including friction in the tangential & normal directions.