

WORK, ENERGY AND POWER MINDMAP

Work :-

* When force is constant -

$$W = F \cdot d \cos \theta$$

$$1 \text{ erg } 10^{-7} \text{ J}$$

$$- \text{If } \theta = 0^\circ, W = +ve$$

$$1 \text{ eV } 1.6 \times 10^{-19} \text{ J}$$

$$- \text{If } \theta = 90^\circ, W = 0$$

$$1 \text{ cal } 4.186 \text{ J}$$

$$- \text{If } \theta = 180^\circ, W = -ve$$

$$1 \text{ KWh } 3.6 \times 10^6 \text{ J}$$

* Work done by variable force -

$$W = \int \vec{F} \cdot d\vec{x}$$

$$W = \int_{x_1}^{x_2} F_x \cdot dx + \int_{y_1}^{y_2} F_y \cdot dy + \int_{z_1}^{z_2} F_z \cdot dz$$

* Work Energy Theorem -

$$\text{Work done by all forces} = \Delta K$$

ΔK = Change in K.E.

Kinetic Energy and Potential Energy ->

* Kinetic Energy - $K = \frac{1}{2} m v^2$

-> Conservative Forces:

Work done does not depend on path.
eg - Gravitational force, Electrostatic force.

-> Non-Conservative Forces:

Work done depends on path.
eg - Friction

* Potential Energy - Only defined for conservative forces.

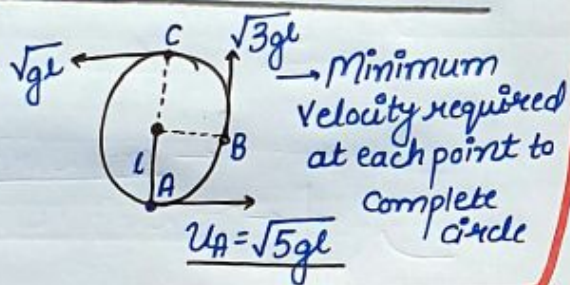
-> Gravitational potential energy = mgh

-> Spring potential energy = $\frac{1}{2} K x^2$

-> Work Done by spring force -

$$W_s = -\Delta U = \frac{1}{2} K x_i^2 - \frac{1}{2} K x_f^2$$

Vertical Circular Motion ->



Collisions ->

-> Elastic Collisions - $e = 1$

Kinetic energy = Kinetic energy before collisions after collisions

-> Inelastic Collisions - $0 < e < 1$

Kinetic energy \neq Kinetic energy before collisions after collisions

$$e = \frac{\text{Velocity of separation}}{\text{Velocity of approach}}$$

-> For all types of collisions -

$$\text{Initial Momentum} = \text{Final Momentum}$$

-> For perfectly inelastic Collision - $e = 0$

Both Bodies stick to each other

Conservation Of Energy and Power ->

* Conservation of Mechanical Energy -

-> In absence of non-conservative forces -

$$K_i + U_i = K_f + U_f$$

-> Mechanical Energy = $K + U$

* Power -> Rate of doing work.

$$P_{avg} = \frac{W}{t}$$

$$P_{int} = \vec{F} \cdot \vec{v}$$

* Relation b/w potential energy and force.

$$W_c = \int \vec{F}_c \cdot d\vec{r} = -\Delta U$$

$$\vec{F} = -\frac{\partial U}{\partial x} \hat{i} - \frac{\partial U}{\partial y} \hat{j} - \frac{\partial U}{\partial z} \hat{k}$$



NEET
SLAYER