

# Linear Motion

- Linear motion equations

$$v = u + at$$

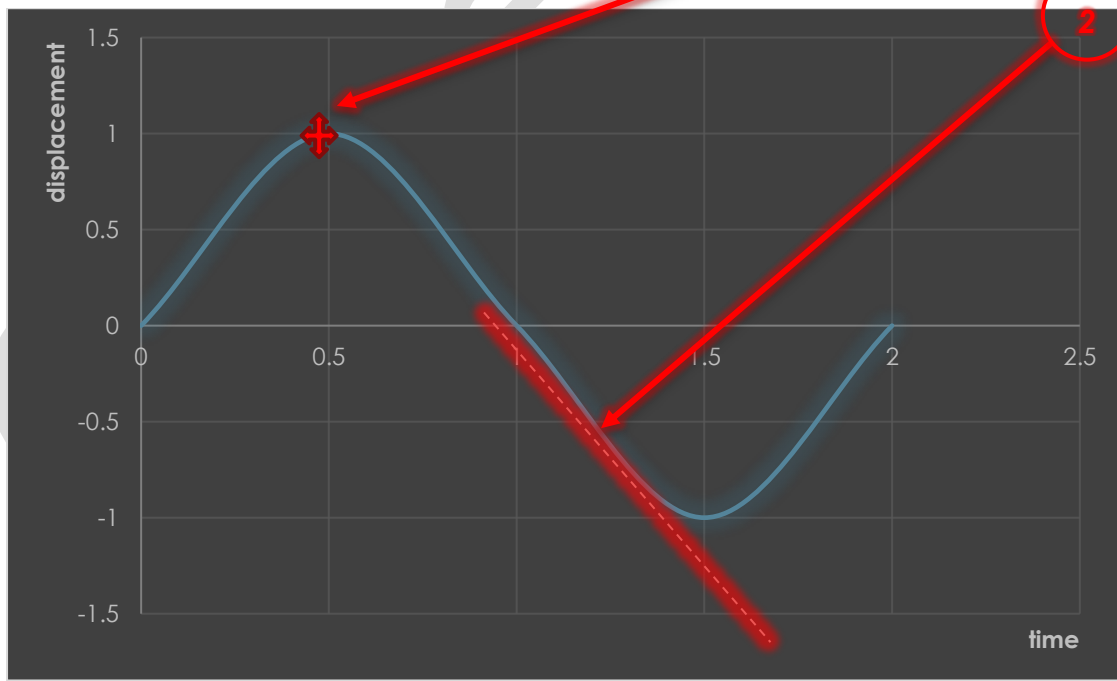
$$S = ut + \frac{1}{2}at^2$$

$$S = \frac{1}{2}(u+v)t$$

$$v^2 = u^2 + 2aS$$

- Motion graphs

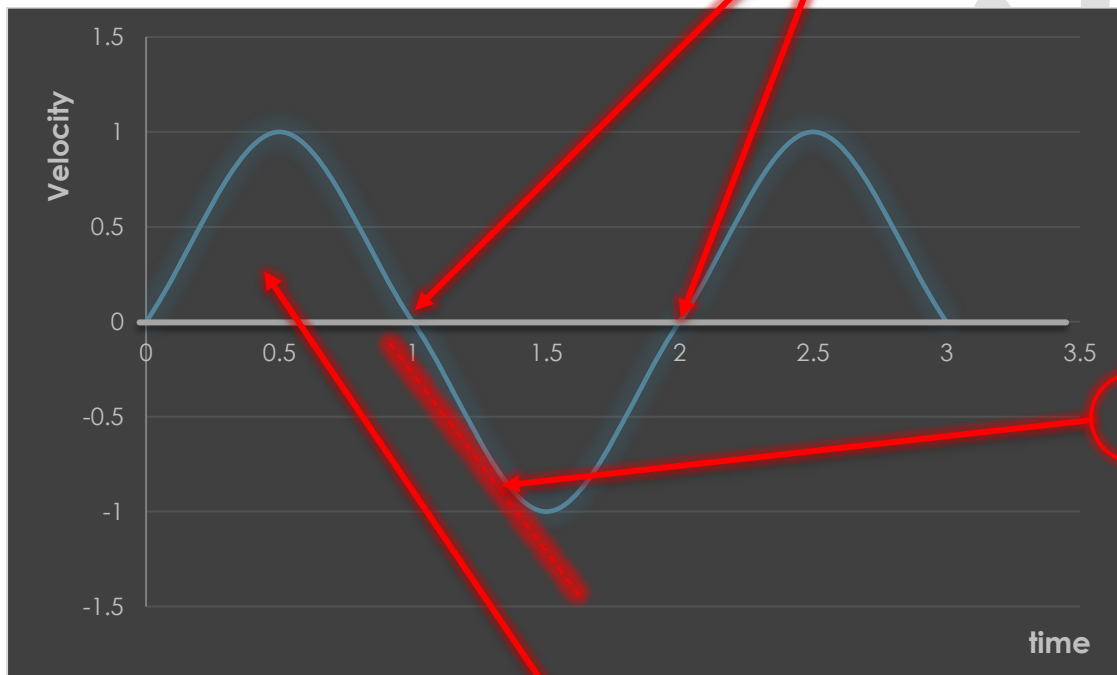
- I. S-t graphs (displacement vs time)



1. This means a change in direction of the object. As the gradient goes to (-) .

2. From the gradient of the S-t graph...we can get the Velocity.

## II. v-t graphs (velocity vs time)



1. When velocity changes from (+) to (-) or (-) to (+)

object changes its direction.

2. From the gradient of the v-t graph...We can get the Acceleration.

3. From the Area of the graph, we can get the displacement of the object.

### III. a-t graphs (acceleration vs time)

- Well...We don't have much to talk about them.
- From the Area of a-t graph, we can find the change of Velocity.

#### • **Impulse**

$$\text{Impulse} = \text{Force} \times \text{time}$$

And also

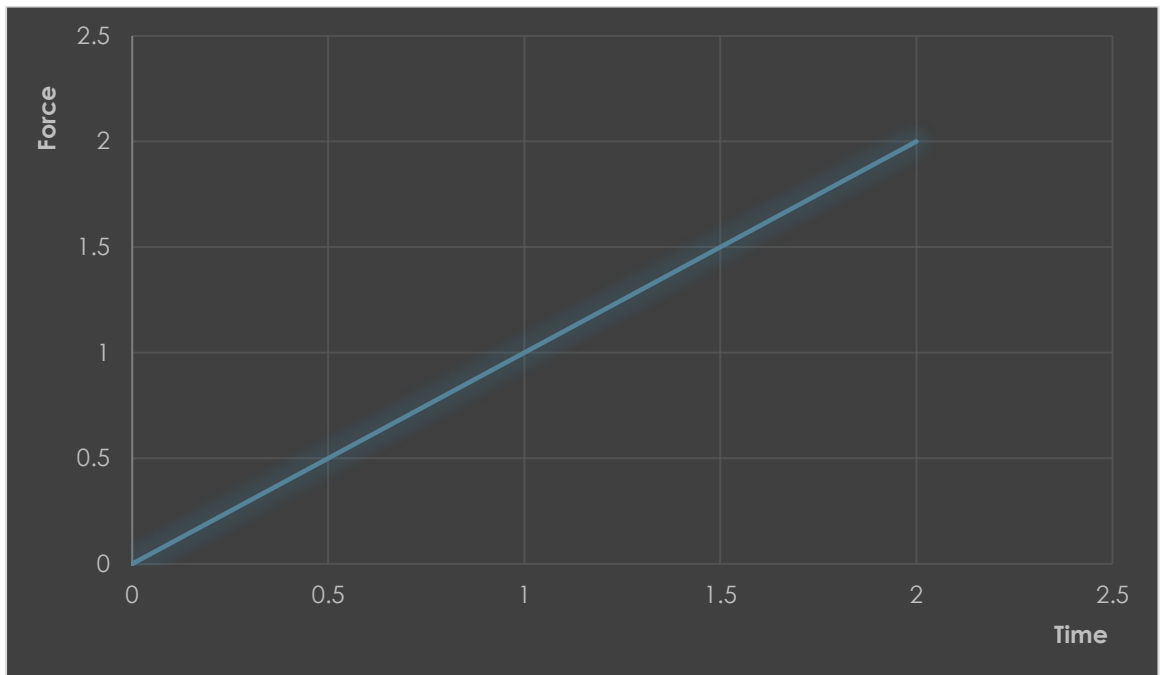
$$\text{Impulse} = \text{Change of Momentum}$$

$$Ft = \Delta mv$$

- In questions you will need this combined equation most of the times other than a single equation.

- From the area of a F-t graph, you can get the value of impulse.

Eg:



$$\begin{aligned}\text{Impulse} &= \frac{1}{2} \times 2 \times 2 \\ &= 2 \text{ Ns}\end{aligned}$$

- **Newton Laws of Motion**

1. "Every object will remain at rest or in uniform motion in a straight line unless compelled to change its state by the action of an external force." **(Inertia)**

2. A force to be equal to change in momentum per change in time. **(Force)**

That means this,

$$F = \frac{\Delta mv}{t} \quad (\text{Look at Impulse page too.})$$

$$F = m \times \frac{v}{t}; \text{ but } \frac{v}{t} = a$$

$$F = ma$$

3. For every action in nature there is an equal and opposite reaction. **(Action and Reaction)**

- **Linear Momentum Conservation Principle**

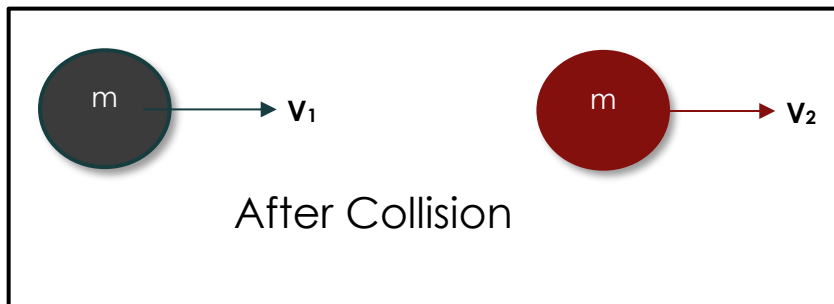
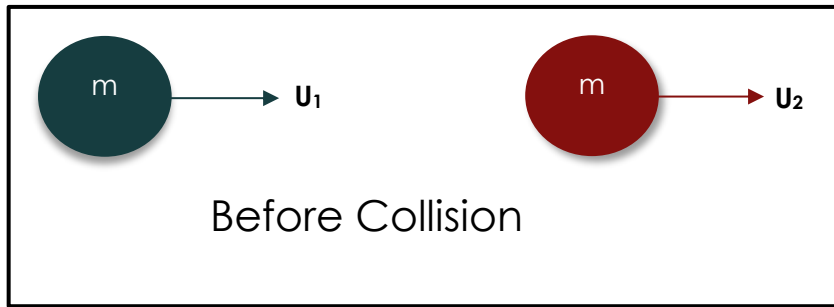
- We get this formula from the 1<sup>st</sup> law of Newton.

$$m_1 u_1 + m_2 u_2 = m_1 v_1 + m_2 v_2$$

- In questions we will have to use Newton's Experimental law too.

$$\text{Relative velocity of Separation} = -e (\text{Relative velocity of Approach})$$

Eg:



According to L.M.C.P,

$$\rightarrow : mu_1 + mu_2 = mv_1 + mv_2$$

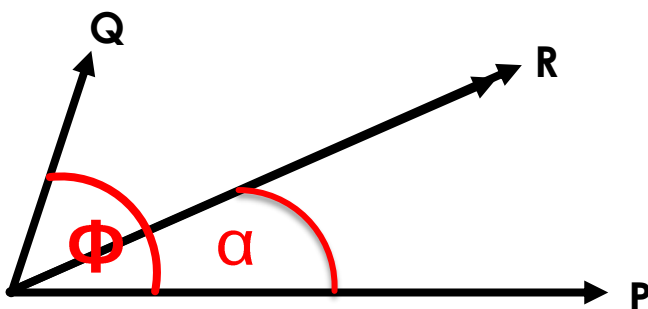
$$u_1 + u_2 = v_1 + v_2 \text{ -----1}$$

According to N.E.L ,

$$\rightarrow : v_2 - v_1 = -e (u_2 - u_1) \text{ -----2}$$

➤ By using **1** and **2** you can solve the mystery.

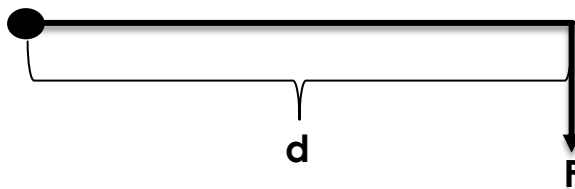
### • Force Parallelogram Law



$$R^2 = P^2 + Q^2 + 2PQ.\cos \phi$$

$$\tan \alpha = \frac{Q.\sin \phi}{P + Q.\cos \phi}$$

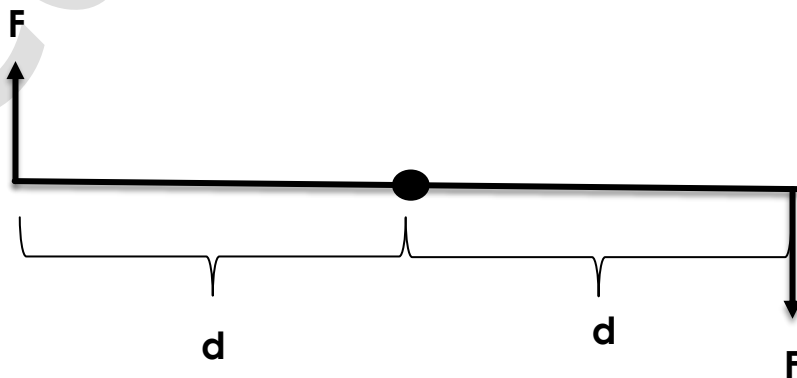
### • Torque



*Torque = Force x Distance*

➤ *The distance should be perpendicular to the Force.*

### • Couple forces



$\Sigma \text{Torque} = \text{Force} \times \text{Perpendicular distance between Forces}$

- **Work**

Work = Force x Displacement

➤ Displacement should be the displacement that occurred to the direction of Force.

- **Power**

$$\text{Power} = \frac{\text{Work}}{\text{Time}}$$

$$P = W/t ; \text{ but } W = Fs$$

$$P = \frac{Fs}{t}$$

$$P = F \times \frac{s}{t} ; \text{ but } \frac{s}{t} = v$$

$$P = Fv$$

- **Efficiency**

$$\text{Efficiency} = \frac{\text{Output work}}{\text{Input work}}$$



Canzealpedia