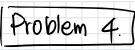
- 1. Problem 1.62 or 1.63
- 2. Check that in the Cartesian coordinates the dot product of two vectors $\mathbf{u} = (u_x, u_y, u_z)$ and $\mathbf{w} = (w_x, w_y, w_z)$ can be equivalently found either as $\mathbf{u} \cdot \mathbf{w} = u_x w_x + u_y w_y + u_z w_z$ or as $\mathbf{u} \cdot \mathbf{w} = uw \cos \alpha$, where α is the smaller angle between \mathbf{u} and \mathbf{w} .
- 3. (12th edition of the textbook) Problem 1.90 (p. 34).
- 4. Consider two vectors $\mathbf{u} = 3\hat{n}_x + 4\hat{n}_y$ and $\mathbf{w} = 6\hat{n}_x + 16\hat{n}_y$. Find (a) the components of the vector \mathbf{w} that are, respectively, parallel and perpendicular to the vector \mathbf{u} , (b) the angle between \mathbf{w} and \mathbf{u} .
- 5. Is it possible to find a vector \mathbf{u} , such that $(2\hat{n}_x 3\hat{n}_y + 4\hat{n}_z) \times \mathbf{u} = (4\hat{n}_x + 3\hat{n}_y \hat{n}_z)$? What is a quick way to check it?
 - 6. A particle moves along a straight line with non-constant acceleration $a_x(t) = -A\omega^2 \cos \omega t$, where A and ω are positive constants (what are their units?). At the instant of time t = 0 its velocity $v_x(0) = 3$ [m/s] and position x(0) = 4 [m]. Find $v_x(t)$ and x(t) at any instant of time. Sketch the graphs of x(t), $v_x(t)$, and $a_x(t)$. What kind of motion may these results describe?
 - 7. A particle is moving along a straight line with velocity $v_x(t) = -\beta A\omega e^{-\beta t}\cos \omega t$, where A, ω , and β are positive constants.
 - a) What are the units of these constants?
 - b) Find acceleration $a_x(t)$ and position x(t) of the particle, assuming that x(0) = 5 [m].
 - c) Sketch x(t), $v_x(t)$, and $a_x(t)$.
 - d) What kind of motion could these results refer to (qualitatively)?
 - 8. A car is moving in one direction along a straight line. Find the average velocity of the car if: (a) it travels half of the journey time with velocity v_1 and the other half with velocity v_2 , (b) it covers half of the distance with velocity v_1 and the other one with velocity v_2 . Both v_1 and v_2 are constants.
- 9. In a certain motion of a particle along a straight line, the acceleration turns out to be related to the position of the particle according to the formula $a_x = \sqrt{kx}$, where k > 0 is a constant and x > 0. How does the velocity depend on x, if we know that for $v_x(x_0) = v_0$?
- 10. (12th edition of the textbook) Problem 2.72 (p. 68). Do you need any additional information to correctly sketch the x(t) curve?
- 11. Problem 2.98.



$$\vec{u} = 2\hat{h}x + 4\hat{h}y \qquad \vec{w} = \hat{h}\hat{n}x + 1\hat{h}\hat{n}y$$
(a).

$$\overrightarrow{W}_{ij} = \langle \overrightarrow{W} \cdot (\overrightarrow{W}) \rangle (\overrightarrow{W}) = \frac{1}{5} \langle \begin{pmatrix} 6 \\ 16 \end{pmatrix}, \begin{pmatrix} \frac{3}{4} \end{pmatrix} \rangle \cdot \frac{1}{5} \cdot \begin{pmatrix} \frac{3}{4} \end{pmatrix}$$

$$= \begin{pmatrix} 9.84 \\ 13.12 \end{pmatrix}$$

$$\frac{MT}{2} = \frac{M}{M} - \frac{MN}{M} = \left(\frac{19}{9}\right) - \left(\frac{13.15}{380}\right) = \left(\frac{5.88}{3.80}\right)$$

(b)
$$\cos \alpha = \frac{\vec{w} \cdot \vec{u}}{W \cdot u} = \frac{\langle (\frac{3}{4}), (\frac{6}{10}) \rangle}{5 \cdot \sqrt{6 + 10^{3}}} = 0.9597$$

|Problem S

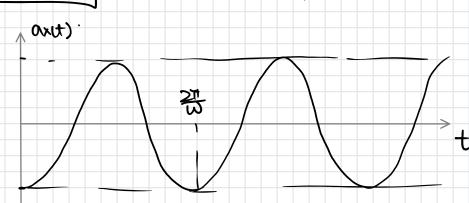
$$\begin{pmatrix} 2 \\ -3 \\ 4 \end{pmatrix} \times \vec{U} = \begin{pmatrix} 4 \\ 3 \\ -1 \end{pmatrix}$$

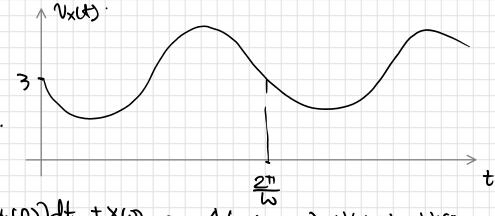
$$\begin{pmatrix} \frac{7}{3} \end{pmatrix} \times \vec{u} = \begin{pmatrix} 4 \\ 3 \end{pmatrix}$$
 Check $\begin{pmatrix} \frac{7}{3} \end{pmatrix} \perp \begin{pmatrix} 4 \\ \frac{3}{4} \end{pmatrix}$?

$$\langle \begin{pmatrix} 2\\3\\4 \end{pmatrix}, \begin{pmatrix} 4\\3\\-4 \end{pmatrix} \rangle = 8-9-4 \neq 0$$

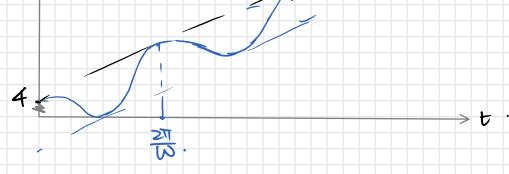
Problem 6

$$V_{X}(t) = \int_{0}^{t} c_{X}(t) dt + V_{X}(t) = -Aw smut + v_{X}(t)$$





 $\Delta(t) = \int_0^t V_X(t) + \chi(t) = \int_0^t (-\Delta wsmwt + \chi(t)) dt + \chi(t) = \Delta(coswt - 1) + V_X(0)t + \lambda(0)$



Smutdwit = - aswt

