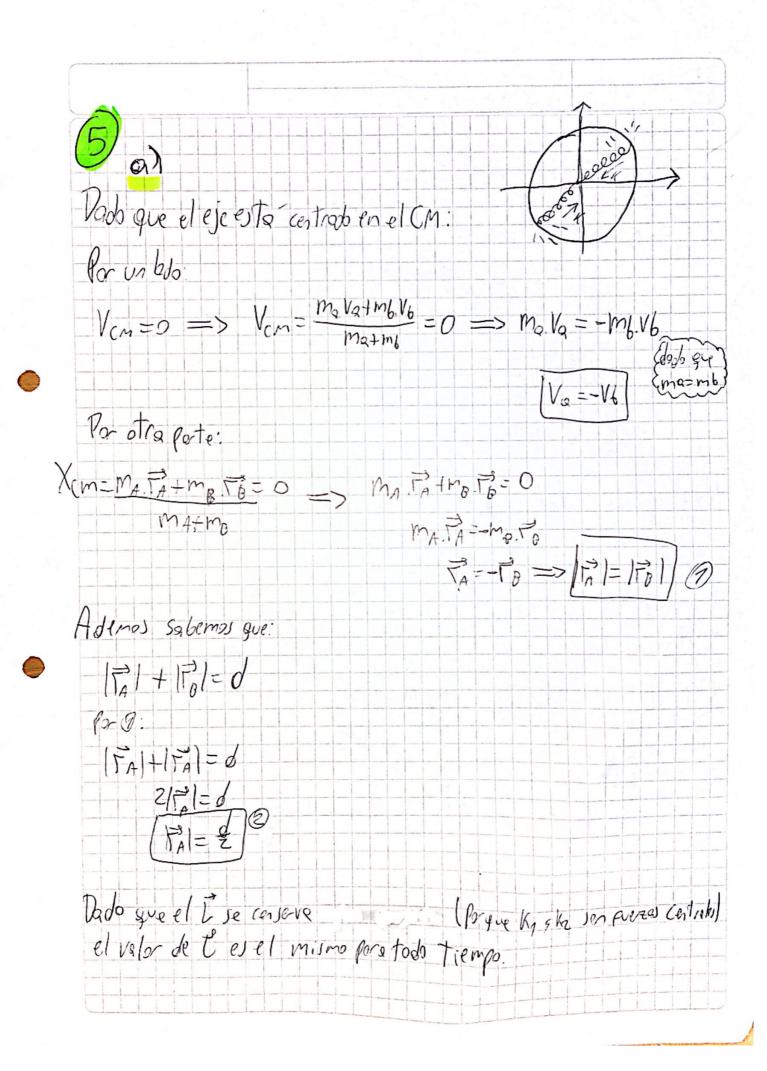
GUIA 9

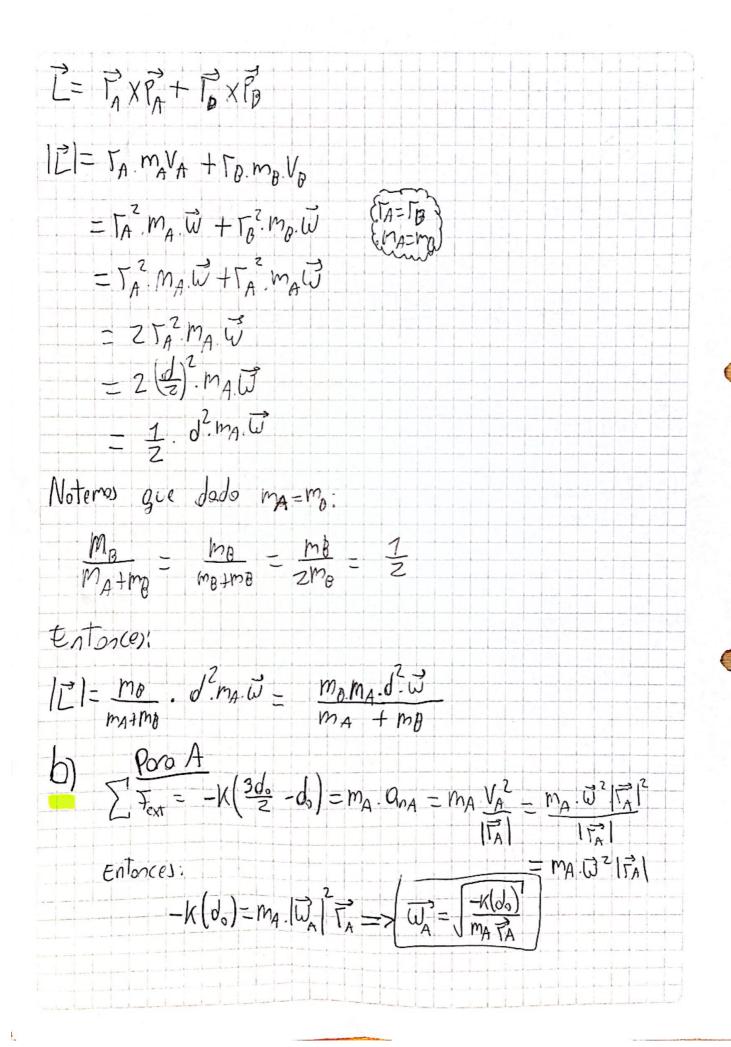
1 a),
$$|F| = \frac{A}{R^2}$$
, $|E| = l$, $|e_n| = \frac{V^2}{R}$.

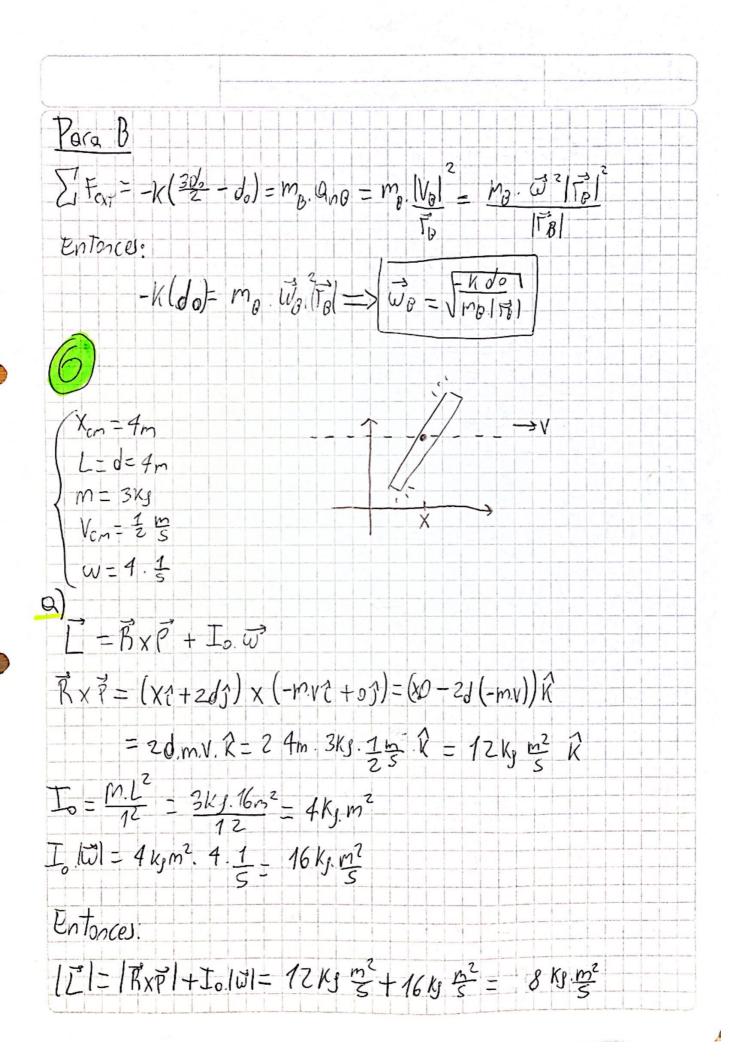
 $|E| = R \times P$
 $|E| = |E| \cdot |E| = |E| \cdot |e_n| = \frac{A}{R^2}$.

 $|E| = |E| \cdot |E| \cdot |E| = |E| = |E| \cdot |E| \cdot$

Dob que Les constante: To.Wom = Ty.Wy.m b) Alora tomanos un Ldexues con radio =: W1 = \frac{\text{\text{Fo}}^2 \text{Wo}}{(\text{Fo})^2} = 4 \text{Wo} Por otro Porte: W. = DEC= ECF= EC = MVE2 - MVi2 = m(Vp2-Vi2) -> Uso V= F.W = m (To2.W2-To2.W0) = M. Fo (W/ - W, 2) = m - 2 (4 wo 2 - Wo) $= \left[\frac{3m.5^{2}.U_{0}^{2}}{2} \right]$







b) Segun la eccación de reción:

$$|L| = \frac{1}{5} \cdot mV + \frac{mL^2}{12} \cdot 4 \cdot \frac{1}{5}$$

c cuondo es nulo?

$$0 = \frac{1}{5} \cdot \frac{3}{5} \cdot \frac{m}{5} \cdot \frac{1}{5} \cdot \frac{m^2 k_0}{5}$$

$$\frac{1}{3} \cdot \frac{m^2 k_0}{5} \cdot \frac{1}{3} \cdot \frac{m^2 k_0}{5} \cdot \frac{1}{5} \cdot \frac{m^2 k_0}{5} \cdot \frac{m^2 k_0}{5$$

a) $V_{cm} = \frac{m.V + m.V + zm.V_o}{4m} = \frac{zm.V}{4m}$ Dodo que no has fuerzos externas, I se conseva. Center (=) Lolegaris Laster = E+3 Dado que inicialmente estraslación pura, no hor rotación: 5=0 Lonte, = L= = = xx+ + = xx+ = xx+ = = 1xx+ + = xx = = 2dmv + xx+ + dm.v(-x) = 3 dmV (-i) =0 dods Que V=0 Por otro lado: $\frac{y_{1} - m_{1} \cdot s_{1} + m_{2} \cdot s_{2} + m_{3} \cdot s_{3}^{2}}{m_{1} + m_{2} + m_{3}} = \frac{m_{1} \cdot 2d + m_{1} \cdot d}{4m} = \frac{3d}{4} + \frac{3d}{4} \cdot \frac{3d}{dc_{1} \cdot p_{1} \cdot g}$ Lower = Lot S = Lot To W Lo = Rcm XP = 3d. M.Von = 3d. 4m = 3n.d.v Io= m, 15/2 + m2 15/2 + m3 15/3 Ansouseres el 1/cm poro Good la ri

2d → m1	$(\vec{r}) = \frac{5}{4}d$
	$ \vec{r}_2 = \frac{1}{4}J$
0 6 m2 2d 6 cm	173 = 30
Entones:	$(1)^{2}$ $(2)^{2}$ $(2)^{3}$ $(2)^{4}$ $(3)^{2}$
$I_0 = m \cdot \left(\frac{30}{4}\right) + m$	$\left(\frac{76}{4}\right)^2 + 2m\left(\frac{3}{4}d\right)^2 = md^2\left(\frac{25}{16} + \frac{1}{16} + \frac{18}{16}\right) - \frac{11md^2}{4}$
FireTrete	
[Earte]= Z	
3dmv= 2m	$d.v + 11mb^2 \tilde{\omega} $
3dmv. 4	-z = lw
	$j = \vec{\omega} $