

## Dynamics:

Newton's Law of Motion:

First Law: (Inertial Law)

Inertia, "an object resistance to acceleration" is directly related to its mass.

No unbalanced  $\vec{F}_{\text{net}}$ , no  $\vec{a}$  1) if  $\vec{v}_i = 0$ , then  $\vec{v}_f = 0$

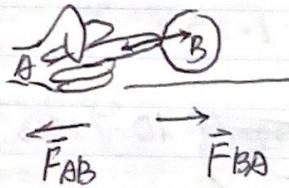
2) if  $\vec{v}_i \neq 0$ , then  $\vec{v}_f \neq 0$  or  $\vec{v}_f = \vec{v}_i$

Third Law (Action & Reaction Law)

To each action, there's an equal but opposite reaction.

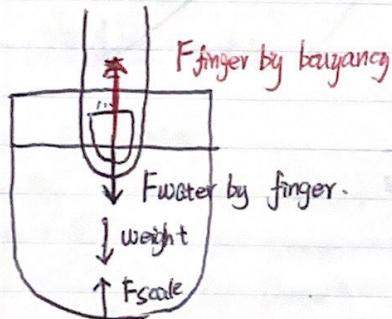
$$\vec{F}_{AB} = -\vec{F}_{BA}$$

on  $B$  by  $A$



$$\vec{F}_{AB} + \vec{F}_{BA} = 0$$

Ex 2.



Second Law:

- Relates:  $\vec{F}$ ,  $m$ ,  $\vec{a}$  relatively.

Two experiments

- 1) Holding  $\frac{m}{F}$  constant, determine how  $\frac{\vec{a}}{a}$  varies with  $\frac{F}{m}$ .
- 2) Holding  $\frac{F}{m}$  constant, determine how  $\frac{\vec{a}}{a}$  varies with  $\frac{m}{F}$ .

$$\text{from experiment 1) } \vec{a} \propto \vec{F} \quad \text{from experiment 2) } \vec{a} \propto \frac{1}{m} \quad \Rightarrow \vec{a} \propto \frac{\vec{F}}{m}$$

$$\vec{a} = \frac{\vec{F}}{m} \quad (F = N) \quad N = \text{kgm/s}^2$$

$$\vec{F}_{\text{net}} = m\vec{a}$$

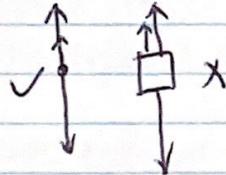
$$\vec{\sum F} = m\vec{a}$$

Forces:

- ① Strong Nuclear Force. (Force between protons etc)
- ② Electromagnetic Force
- ③ Weak Nuclear Force: (binds neutrons, beta decay)
- ④ Gravitational Force (weakest force, force of attraction between all objects with mass)

### Free Body Diagram [FBD]

Drawing Free Body Diagram: ① Use dots to represent the object.



② Always use the tail to connect the dot



③ Draw arrows if the object is accelerating.



→ Contact forces:

- Applied force -  $F_a$  or  $F_N$
- A push on an object

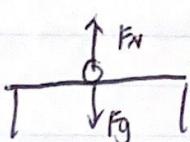
- Tension,  $F_T$ 
  - A pull on an object through a rope or cable
- Normal force,  $F_N$ 
  - perpendicular to two surfaces in contact
  - a reaction force
  - 'How hard two surfaces are squeezing together.'
- Friction,  $F_f$ 
  - parallel to two surfaces in contact.
  - Opposes relative motion between two surfaces.
- Spring Force
  - Return force opposite to the direction you pull a spring
- Action at-a-Distance Forces:
  - Weight or Gravitational Force,  $W$  or  $F_g$
  - Electrostatic or Electric or Coulomb Force  $F_E$
  - Magnetic Force  $F$
- Whatever Force  $F$  + subscript.

① Weight.  $W = mg$  ( $g = 9.8 \text{ m/s}^2$ )

• Drop an apple, apple also pulls the earth, yet acceleration is much less

• Force and acceleration are in same direction.

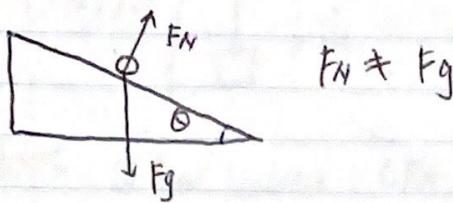
② Normal Force:



In particular situation  $F_N = F_g$ .

$$F_N = mg$$

## 2. Incline dynamics.



$$F_N \neq F_g$$

Friction: between the contact between two surfaces parallel to the surfaces.

- Friction is due to electrostatic attraction between the atoms of objects in contact
- It can speed up, slow down, or turn.

Two kinds of friction: static friction = kinetic friction

- Static friction: there is a range (max) / stops an object from moving
- Kinetic friction: weaker than static friction / can't stop an object.

Friction strength is dependent on how hard the two surfaces are pressed together  
the coefficient is  $\mu$

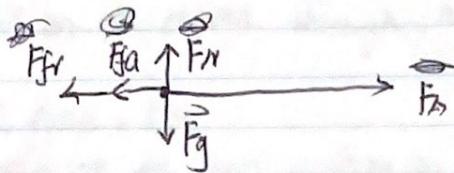
Static coefficient ---  $\mu_s$  ~ kinetic coefficient ---  ~~$\mu_k$~~   $\mu_k$

Static friction formula:  $F_f = \mu_s F_N$

Kinetic friction:  $F_f = \mu_k F_N$  / There is no "maximum  $F_f$ ".

FBD then second - law

6.



$$\sum \vec{F} = m \vec{a}$$

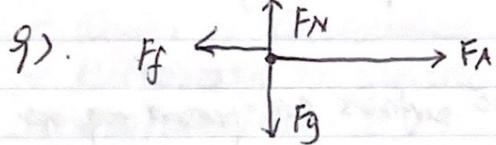
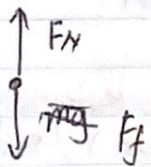
$$\vec{F}_A - \vec{F}_{fr} - \vec{F}_{fa} = m \vec{a}$$

$$\vec{a} = \frac{\vec{F}_A - \vec{F}_{fr} - \vec{F}_{fa}}{m} \Rightarrow \vec{a} = \frac{(10700 - 2500 - 7.0 \times 10^3) N}{2500 \text{ kg}} = 0.48 \text{ m/s}^2$$

7)  $F_f = \mu F_N \quad m = 1500 \text{ kg}$

$$F_f = \mu W = \mu mg$$

$$\mu = \frac{F_f}{W}$$



$$\sum \vec{F} = m \vec{a}$$

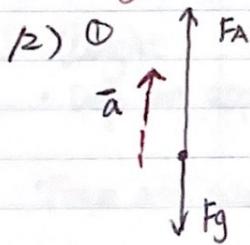
$$\vec{F}_A - \vec{F}_f = m \vec{a}$$

$$\vec{F}_A - m \vec{a} = \vec{F}_f$$

$$140 \text{ N} - 20.0 \text{ kg} \times 5.5 = \vec{F}_f$$

$$\vec{F}_f = 30 \text{ N}$$

Always remember  $\vec{a}$



$$\sum \vec{F} = m \vec{a}$$

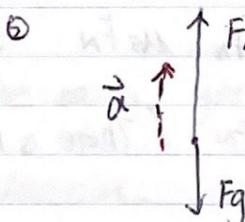
$$\vec{F}_A - \vec{F}_g = m \vec{a}$$

$$\vec{F}_A - m \vec{g} = m \vec{a}$$

$$\vec{a} = \frac{\vec{F}_A - m \vec{g}}{m}$$

$$\therefore \vec{a} = \frac{(310,000 - 15,500 \times 9.8) N}{15,500 \text{ kg}}$$

$$\therefore \vec{a} = 10.2 \text{ m/s}^2$$



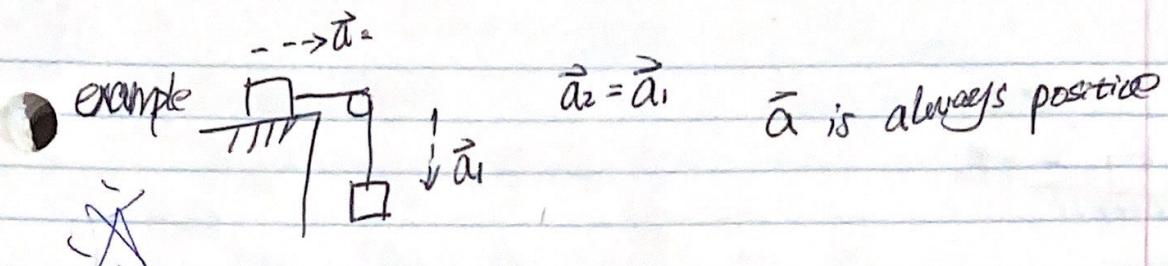
$$\sum \vec{F} = m \vec{a}$$

$$\vec{F}_A - \vec{m} \vec{g} = m \vec{a}$$

$$\vec{a} = \frac{\vec{F}_A - m \vec{g}}{m}$$

$$\vec{a} = \frac{310,000 - (15,500 - 4200) \times 9.8}{15,500 - 4200 \text{ kg}}$$

$$\therefore \vec{a} = 17.6 \text{ m/s}^2$$



- Elevators:
- ① Feel heavier: ( $F_N > W$ ) (go up, speed up / go down, slow down)
  - ② Feel lighter. ( $F_N < W$ ) (go up, slow down / go down, speed up)

spring scale reads for  $F_N$  or  $F_T$ . (spring scales)  
(bathroom scales)

ex A 75 kg man stands on a bathroom scale in an elevator. If the scale reads 920 N, determine acceleration.

Determine feels heavier or lighter.  $75 \times 9.8 < 920 \text{ N} \therefore$  heavier. going up.

$$\sum \vec{F} = \vec{F}_N - \vec{F}_g = m\vec{a}$$

$$\vec{F}_N - \vec{F}_g = m\vec{a}$$

$$\vec{a} = \frac{\vec{F}_N - \vec{F}_g}{m} = \frac{(m\vec{g})}{m} = \vec{g}$$

$$\vec{a} = \frac{920 - 75 \times 9.8}{75 \text{ kg}}$$

$$\vec{a} = 2.47 \text{ m/s}^2$$

ex A 45 kg woman on a scale accelerating down  $2.5 \text{ m/s}^2$ . Find the reading on the scale in N, in kg

$$\sum \vec{F} = m\vec{a}$$

$$\vec{F}_g - \vec{F}_N = m\vec{a}$$

$$\vec{m}g - \vec{F}_N = m\vec{a}$$

$$\vec{m}g - m\vec{a} = \vec{F}_N$$

$$45 \times 9.8 - 45 \times 2.5 = F_N$$

$$\therefore F_N = 328.5 \text{ N}$$

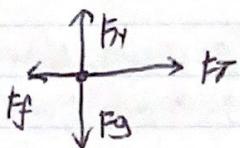
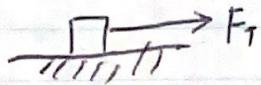
$$F_N = mg$$

$$\therefore m = \frac{F_N}{g}$$

$$m = \frac{328.5 \text{ N}}{9.8}$$

$$m = 33.5 \text{ kg}$$

ex.  $\mu \neq 0 \rightarrow a$



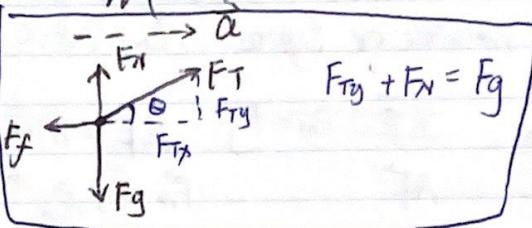
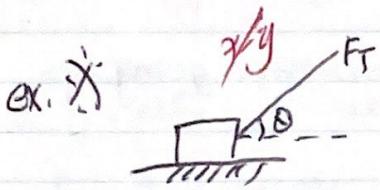
$$\sum \vec{F} = m\vec{a}$$

$$\vec{F}_T - \vec{F}_f = m\vec{a}$$

$$\vec{F}_T - \mu F_N = m\vec{a}$$

$$\vec{F}_T - \mu mg = m\vec{a}$$

$$\vec{a} = \frac{\vec{F}_T - \mu mg}{m}$$



$$\sum \vec{F}_x = m\vec{a}_x$$

$$\vec{F}_{Tx} - \vec{F}_f = m\vec{a}_x$$

$$\vec{F}_T \cos \theta - \vec{F}_f = m\vec{a}_x$$

$$\vec{F}_T \cos \theta - \mu \vec{F}_N = m\vec{a}_x$$

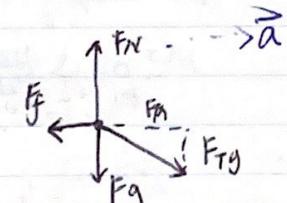
$$g = \sum \vec{F}_y = m\vec{a}_y$$

$$\vec{F}_g - \vec{F}_{Ty} - \vec{F}_N = 0$$

$$F_N = w - F_{Ty}$$

$$F_N = mg - F_T \sin \theta$$

$$\frac{\vec{F}_T \cos \theta - \mu(mg - F_T \sin \theta)}{m} = \vec{a}$$



$$\frac{\vec{F}_T \cos \theta - \mu(\vec{F}_T \sin \theta + \vec{mg})}{m} = \vec{a}_x$$

$$\sum \vec{F}_x = m\vec{a}_x$$

$$\vec{F}_{Tx} - \vec{F}_f = m\vec{a}_x$$

$$\vec{F}_T \cos \theta - \vec{F}_f = m\vec{a}_x$$

$$\vec{F}_T \cos \theta - \mu \vec{F}_N = m\vec{a}_x$$

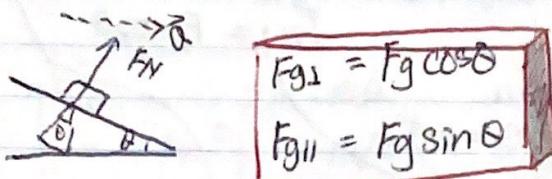
$$\sum \vec{F}_y = m\vec{a}_y$$

$$\vec{F}_{Ty} + \vec{F}_g - \vec{F}_N = 0$$

$$\vec{F}_N = \vec{F}_{Ty} + \vec{F}_g$$

$$\therefore \frac{\vec{F}_T \cos \theta - \mu(\vec{F}_T \sin \theta + \vec{F}_g)}{m} = \vec{a}_x$$

## Incline Plane.

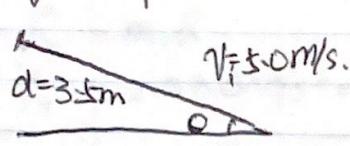


$$F_{g\parallel} = F_g \cos \theta$$

$$F_{g\parallel} = F_g \sin \theta$$

$$a_{\parallel} = \frac{F_g \sin \theta}{m} = g \sin \theta$$

ex. kinematics of the inclined plane (no  $\mu$ ) - determine angle of ramp if a box fired up ramp at 5.0 m/s reaches a distance of 3.5 m.



$$v_f^2 = v_i^2 + 2a\bar{d}$$

$$\therefore a = \frac{v_f^2 - v_i^2}{2\bar{d}}$$

$$\therefore a = \frac{2\bar{d}}{v_i^2 - v_f^2}$$

$$\therefore a = \frac{2 \times 3.5}{2 \times 5^2 - 3.5^2}$$

$$\therefore a = -3.57 \text{ m/s}^2$$

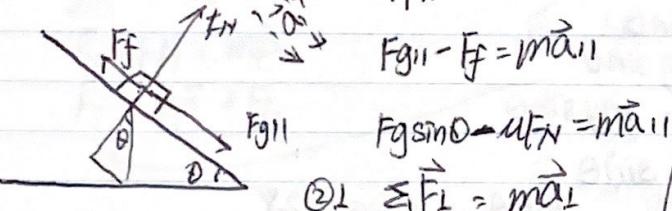
$$a_{\parallel} = \frac{F_g \sin \theta}{m} = g \sin \theta$$

$$\therefore \theta = \sin^{-1} \left( \frac{a_{\parallel}}{g} \right) \left( \frac{a_{\parallel}}{g} \right) 3.57$$

$$\therefore \theta = \sin^{-1} \left( \frac{-3.57}{9.8} \right) \left( \frac{-3.57}{9.8} \right)$$

$$\therefore \theta = -21.4^\circ \quad 21.4^\circ$$

ex. with friction sliding down



$$\sum \vec{F}_{\parallel} = m \vec{a}_{\parallel}$$

$$F_{g\parallel} - F_f = m \vec{a}_{\parallel}$$

$$F_g \sin \theta - \mu F_N = m \vec{a}_{\parallel}$$

$$\sum \vec{F}_{\perp} = m \vec{a}_{\perp}$$

$$F_{g\perp} = F_N$$

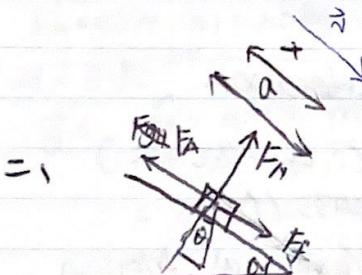
$$F_g \cos \theta = F_N$$

$$F_g \sin \theta - \mu (F_g \cos \theta) = m \vec{a}_{\parallel}$$

$$m \vec{g} \sin \theta - \mu m \vec{g} \cos \theta = m \vec{a}_{\parallel}$$

$$\vec{g} \sin \theta - \mu \vec{g} \cos \theta = \vec{a}_{\parallel}$$

$$\text{or } \vec{g} (\sin \theta - \mu \cos \theta) = \vec{a}_{\parallel}$$



$$\sum \vec{F}_{\parallel} = m \vec{a}_{\parallel}$$

$$\vec{F}_f + \vec{F}_{g\parallel} - \vec{F}_A = m \vec{a}_{\parallel}$$

$$\mu \vec{F}_N + \vec{F}_{g\perp} - \vec{F}_A = m \vec{a}_{\parallel}$$

$$\frac{\mu (F_g \cos \theta) + F_g \sin \theta - F_A}{m} = \vec{a}_{\parallel}$$

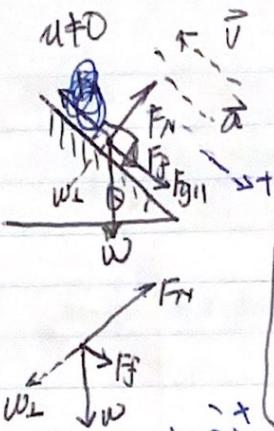
$$\frac{\mu (m g \cos \theta) + m g \sin \theta - F_A}{m} = \vec{a}_{\parallel}$$

$$\sum \vec{F}_{\perp} = m \vec{a}_{\perp}$$

$$\vec{F}_{g\perp} - \vec{F}_N = 0$$

$$\vec{F}_{g\perp} = \vec{F}_N$$

$$F_g \cos \theta = F_N$$

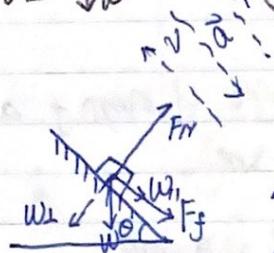


Guess

hang on

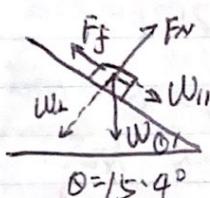
$$\begin{aligned}\sum \vec{F}_\parallel &= m\vec{a} \\ \vec{F}_A - \vec{F}_f - \vec{F}_{g\parallel} &= m\vec{a}_\parallel \\ \vec{F}_A - \mu \vec{F}_N - \vec{F}_{g\sin\theta} &= m\vec{a}_\parallel \\ \vec{F}_A - \mu mg \cos\theta - mg \sin\theta &= m\vec{a}_\parallel \\ \frac{\vec{F}_A - \mu mg \cos\theta - mg \sin\theta}{m} &= \vec{a}_\parallel\end{aligned}$$

$$\begin{aligned}\sum \vec{F}_\perp &= m\vec{a} \\ \vec{F}_{N\perp} &= F_g \cos\theta\end{aligned}$$



$$\begin{aligned}\sum \vec{F}_\parallel &= m\vec{a}_\parallel \\ \vec{F}_A + \vec{W}_{\parallel\perp} &= m\vec{a}_\parallel \\ \mu \vec{F}_N + mg \sin\theta &= m\vec{a}_\parallel \\ \mu mg \cos\theta + mg \sin\theta &= m\vec{a}_\parallel \\ mg \cos\theta + g \sin\theta &= \vec{a}_\parallel\end{aligned}$$

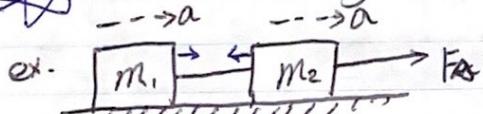
$$a = 0$$



$$\begin{aligned}\sum \vec{F} &= m\vec{a} \quad 0 \\ \vec{F}_f - \vec{W}_{\parallel\perp} &= 0 \\ \vec{F}_f &= \vec{W}_{\parallel\perp} \\ F_f &= W \sin\theta \\ \mu F_N &= mg \sin\theta \\ \mu mg \cos\theta &= mg \sin\theta \\ \therefore \mu \cos\theta &= \sin\theta \\ \therefore \mu &= \frac{\sin\theta}{\cos\theta} = \tan\theta \quad \therefore \theta = 0.28\end{aligned}$$



Systems: Two or more masses acceleration.



string: doesn't stretch ( $\therefore a_1 = a_2 = a$ )

doesn't have mass (0)

Has no internal/external friction.  
( $\Rightarrow \sigma$ )

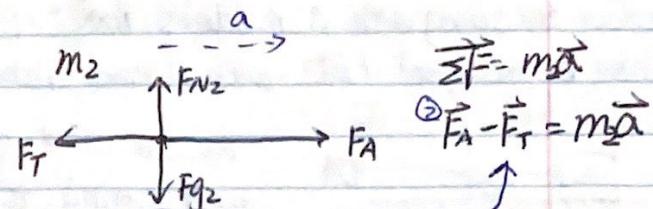
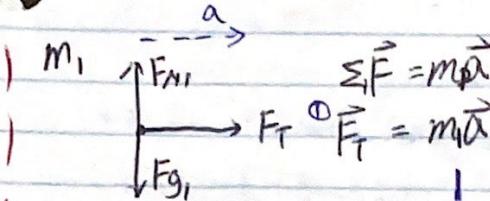
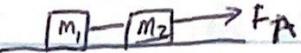
pulleys: Frictionless  
no mass

1 ~~star~~

2  $\mu \neq 0$

Method one: Two FBD and isolation.

$$\mu = 0 \quad \vec{\alpha}_1 = \vec{\alpha}_2 = \vec{\alpha}$$



$$\text{put } 0 \text{ in } ② \quad \vec{F}_A - m_1 \vec{\alpha} = m_2 \vec{\alpha}$$

$$\hookrightarrow \frac{\vec{F}_A}{m_1 + m_2} = \vec{\alpha}$$

① Acceleration

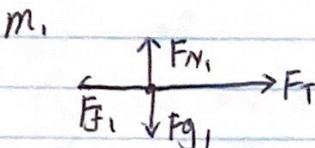
$$\frac{\vec{F}_A}{m_1 + m_2} = \frac{45N}{2.0 + 1.0 \text{ kg}} = 15 \text{ m/s}^2$$

② Determine tension in the string.

$$\vec{F}_T = m_1 \vec{\alpha}$$

$$\vec{F}_T = 2.0 \times 15 \text{ m/s}^2 = 30 \text{ N}$$

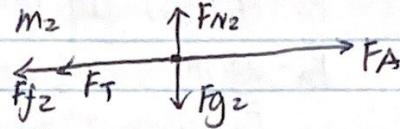
②  $\mu \neq 0$   $\vec{\alpha}$  is the same



$$\vec{F} = m \vec{\alpha}$$

$$\vec{F}_T - \vec{F}_{f1} = m \vec{\alpha}$$

$$\vec{F}_T = m \vec{\alpha} + \vec{F}_{f1}$$



$$\vec{F} = m \vec{\alpha}$$

$$\vec{F}_A - \vec{F}_{f2} - \vec{F}_T = m \vec{\alpha}$$

$$\vec{F}_A - \vec{F}_{f2} - m \vec{\alpha} - \vec{F}_{f1} = m_2 \vec{\alpha}$$

$$\vec{F}_A - \mu F_{N2} - m_1 \vec{\alpha} - \mu F_{N1} = m_2 \vec{\alpha}$$

$$F_A = 45 \text{ N} \quad m_1 = 2.0 \text{ kg}, \quad m_2 = 1.0 \text{ kg},$$

$$\mu = 0.10$$

$$\vec{\alpha} = \frac{\vec{F}_A - \mu g(m_1 + m_2)}{m_1 + m_2}$$

$$= \frac{45 \text{ N} - 0.1 \times 9.8(2.0 + 1.0)}{2.0 + 1.0}$$

$$= 4.02 \text{ m/s}^2$$

$$\vec{F}_A - \mu F_{N2} - \mu F_{N1} = \vec{\alpha}(m_2 + m_1)$$

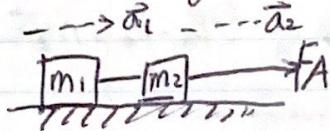
$$\frac{\vec{F}_A - \mu(m_2 g + m_1 g)}{m_2 + m_1} = \vec{\alpha}$$

$$\therefore \frac{\vec{F}_A - \mu(m_2 g + m_1 g)}{m_2 + m_1} = \vec{\alpha}$$

$$\therefore \frac{\vec{F}_A - \mu g(m_2 + m_1)}{m_2 + m_1} = \vec{\alpha}$$

Method 2: Converting system into one "object".

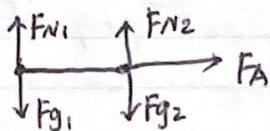
- Align the  $\vec{a}$ s
- Replace the string with a massless rod.
- Draw a modified FBD with distinct mass nodes.



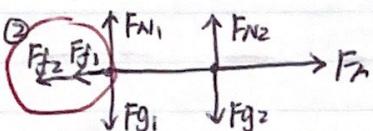
as are lined up, therefore alone turn string to rod



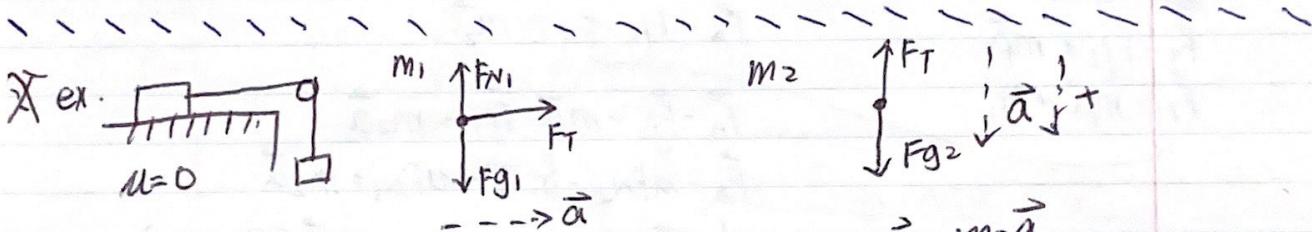
① FBD  $\dashrightarrow \vec{a}$  (without friction)



$$\begin{aligned}\sum \vec{F} &= m \vec{a} \\ \vec{F}_A &= (m_1 + m_2) \vec{a} \\ \frac{\vec{F}_A}{m_1 + m_2} &= \vec{a}\end{aligned}$$



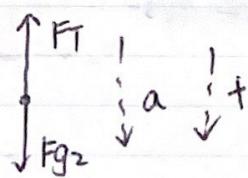
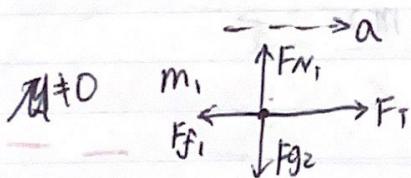
$$\begin{aligned}\sum \vec{F} &= m \vec{a} \\ \vec{F}_A - (F_{f1} + F_{f2}) &= (m_1 + m_2) \vec{a} \\ \vec{F}_A - \mu g (m_1 + m_2) &= (m_1 + m_2) \vec{a} \\ \therefore \frac{\vec{F}_A - \mu g (m_1 + m_2)}{m_1 + m_2} &= \vec{a}\end{aligned}$$



$$\begin{aligned}\sum \vec{F} &= m \vec{a} \\ \vec{F}_T &= m_1 \vec{a} \\ F_{g2} - \vec{F}_T &= m_2 \vec{a}\end{aligned}$$

$$\therefore F_{g2} - m_1 \vec{a} = m_2 \vec{a}$$

$$\therefore \vec{a} = \frac{F_{g2}}{m_2 + m_1} = \frac{m_2 g}{m_2 + m_1}$$



$$\sum \vec{F} = m \vec{a}$$

$$\vec{F}_T - \vec{F}_{f1} = m_1 \vec{a}$$

$$\sum \vec{F} = m_2 \vec{a}$$

$$\vec{F}_{g2} - \vec{F}_T = m_2 \vec{a}$$

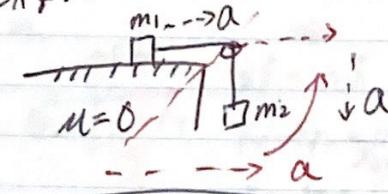
$$\therefore \vec{F}_{g2} - m_1 \vec{a} - \vec{F}_{f1} = m_2 \vec{a}$$

$$\therefore m_2 g - m_1 \vec{a} - \mu m_1 g = m_2 \vec{a}$$

$$\therefore m_2 g - \mu m_1 g = \vec{a} (m_2 + m_1)$$

$$\therefore \vec{a} = \frac{g(m_2 - \mu m_1)}{m_2 + m_1}$$

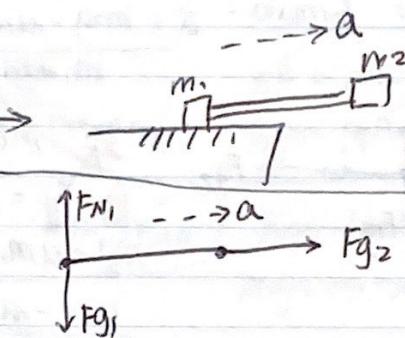
ex 2 method 2



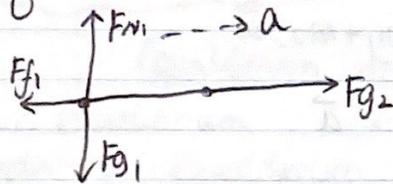
$$\sum \vec{F} = m \vec{a}$$

$$\vec{F}_{g2} = (m_1 + m_2) \vec{a}$$

$$\therefore \vec{a} = \frac{m_2 g}{m_1 + m_2}$$



$$\mu \neq 0$$



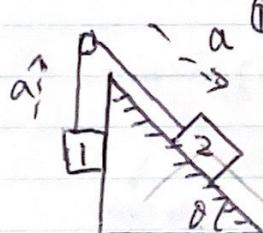
$$\sum \vec{F} = m \vec{a}$$

$$\vec{F}_{g2} - \vec{F}_{f1} = (m_1 + m_2) \vec{a}$$

$$m_2 g - \mu m_1 g = (m_1 + m_2) \vec{a}$$

$$\therefore \vec{a} = \frac{g(m_2 - \mu m_1)}{m_1 + m_2}$$

Method 3: Guess and checking

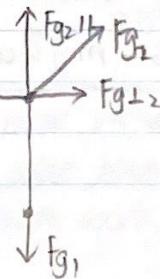


$$\text{ex. } m_2 = 2.0 \text{ kg}$$

$$m_1 = 1.0 \text{ kg}$$

$$\theta = 42^\circ$$

$$\vec{a} = f(m_1, m_2, g, \theta)$$



$$\sum \vec{F} = m \vec{a}$$

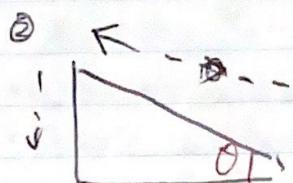
$$\vec{F}_{g2\parallel} - \vec{F}_{g1} = (m_1 + m_2) \vec{a}$$

$$F_{g2\parallel} - m_2 g \cos \theta = (m_1 + m_2) a$$

$$m_2 g \sin \theta - m_1 g = (m_1 + m_2) \vec{a}$$

$$g(m_2 \sin \theta - m_1) = (m_1 + m_2) \vec{a}$$

$$\frac{g(m_2 \sin \theta - m_1)}{m_1 + m_2} = \vec{a}$$



$$\frac{m_1 g - m_2 g \sin \theta}{m_1 + m_2} = \vec{a} \quad / \text{difference by -1.}$$

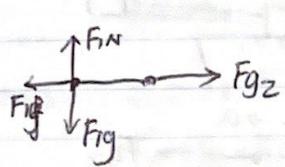
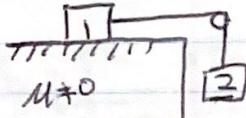
plug in numbers.

$$\frac{1 \times 9.8 - 2.0 \times 9.8 \times \sin 42^\circ}{3} = \vec{a}$$

$$\vec{a} = -1.105 \text{ m/s}^2$$

since  $\vec{a}$  is negative, therefore the  $\vec{a}$   $m_2$  is down the ramp.

①  $\mu \neq 0$  formula:  $\vec{a} = \frac{m_2 g - \mu m_1 g}{m_1 + m_2}$



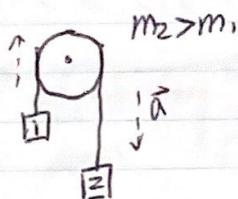
$$\sum \vec{F} = m \vec{a}$$

$$F_g2 - F_f2 = (m_1 + m_2) \vec{a}$$

$$m_2 g - \mu m_1 g = (m_1 + m_2) \vec{a}$$

$$\frac{m_2 g - \mu m_1 g}{m_1 + m_2} = \vec{a}$$

②  $\mu \neq 0$ , formula =  $\frac{m_1 g - m_2 g}{m_1 + m_2}$

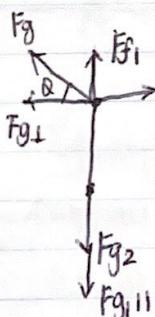
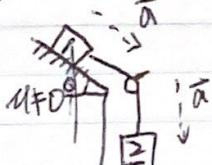


$$\sum \vec{F} = m \vec{a}$$

$$F_g2 - F_T = (m_1 + m_2) \vec{a}$$

$$\frac{m_2 g - m_1 g}{m_1 + m_2} = \vec{a}$$

③  $\mu \neq 0$   $\vec{a} = \frac{m_2 g + m_1 g \sin \theta - \mu m_1 g \cos \theta}{m_1 + m_2}$



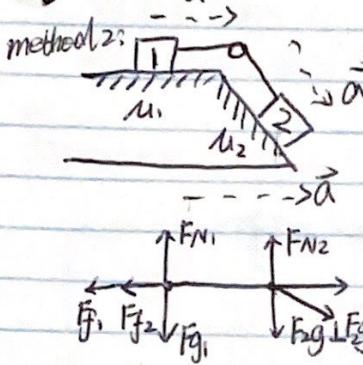
$$\sum \vec{F} = m \vec{a}$$

$$F_g2 + F_{g2\parallel} - F_f2 = (m_1 + m_2) \vec{a}$$

$$m_2 g + m_1 g \sin \theta - \mu \cos \theta m_1 g = (m_1 + m_2) \vec{a}$$

$$\frac{m_2 g + m_1 g \sin \theta - \mu \cos \theta m_1 g}{m_1 + m_2} = \vec{a}$$

$$④ \quad \ddot{a} = \frac{m_2 g \sin \theta - \mu_1 m_1 g - \mu_2 m_2 g \cos \theta}{m_1 + m_2}$$



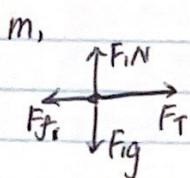
$$\sum \vec{F} = m \vec{a}$$

$$F_2 g \sin \theta - F_{f1} - F_{f2} = (m_1 + m_2) \vec{a}$$

$$m_2 g \sin \theta - \mu_1 m_1 g - \mu_2 m_2 g \cos \theta = (m_1 + m_2) \vec{a}$$

$$\frac{m_2 g \sin \theta - \mu_1 m_1 g - \mu_2 m_2 g \cos \theta}{m_1 + m_2} = \vec{a}$$

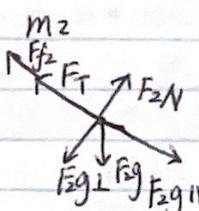
method 2:



$$\sum \vec{F} = m \vec{a}$$

$$F_T - F_{f1} = m \vec{a}$$

$$F_T = m_1 \vec{a} + F_{f1}$$



$$\sum \vec{F} = m \vec{a}$$

$$F_2 g \sin \theta - F_T = m \vec{a}$$

$$F_2 g \sin \theta - (m_1 \vec{a} + F_{f1}) - F_{f2} = m_2 \vec{a}$$

$$m_2 g \sin \theta - \mu_1 m_1 g - \mu_2 m_2 g \cos \theta = (m_1 + m_2) \vec{a}$$

$$\frac{m_2 g \sin \theta - \mu_1 m_1 g - \mu_2 m_2 g \cos \theta}{m_1 + m_2} = \vec{a}$$

$$= (m_1 + m_2) \vec{a}$$

Equilibrium dynamics. / not accelerating

① Static Equilibrium

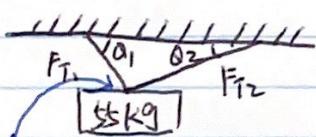
② Translational Equilibrium

$$\sum \vec{F} = 0$$

③ Rotational Equilibrium

$$\sum \tau = 0$$

ex.



FBD where forces meet.

$$\theta_1 = 50^\circ \quad \theta_2 = 30^\circ \quad \text{What is } F_{T1} / F_{T2}$$

more vertical cable having more work.

