

PHYS12 CH: 5.1, 5.2, and 5.3

Further Applications of Newton's Laws

Mr. Gullo

September 17, 2025

Learning Objectives

- By the end of this lesson, you will be able to:

Learning Objectives

- By the end of this lesson, you will be able to:
- **Friction (5.1)**
 - Discuss the general characteristics of friction.

Learning Objectives

- By the end of this lesson, you will be able to:
- **Friction (5.1)**
 - Discuss the general characteristics of friction.
 - Describe static vs. kinetic friction.

Learning Objectives

- By the end of this lesson, you will be able to:
- **Friction (5.1)**
 - Discuss the general characteristics of friction.
 - Describe static vs. kinetic friction.
 - Calculate the magnitude of static and kinetic friction.

Learning Objectives

- By the end of this lesson, you will be able to:
- **Friction (5.1)**
 - Discuss the general characteristics of friction.
 - Describe static vs. kinetic friction.
 - Calculate the magnitude of static and kinetic friction.
- **Drag Forces (5.2)**
 - Express the drag force mathematically.

Learning Objectives

- By the end of this lesson, you will be able to:
- **Friction (5.1)**
 - Discuss the general characteristics of friction.
 - Describe static vs. kinetic friction.
 - Calculate the magnitude of static and kinetic friction.
- **Drag Forces (5.2)**
 - Express the drag force mathematically.
 - Define and determine terminal velocity.

Learning Objectives

- By the end of this lesson, you will be able to:
- **Friction (5.1)**
 - Discuss the general characteristics of friction.
 - Describe static vs. kinetic friction.
 - Calculate the magnitude of static and kinetic friction.
- **Drag Forces (5.2)**
 - Express the drag force mathematically.
 - Define and determine terminal velocity.
- **Elasticity (5.3)**
 - State Hooke's law and explain it using stress and strain.

Learning Objectives

- By the end of this lesson, you will be able to:
- **Friction (5.1)**
 - Discuss the general characteristics of friction.
 - Describe static vs. kinetic friction.
 - Calculate the magnitude of static and kinetic friction.
- **Drag Forces (5.2)**
 - Express the drag force mathematically.
 - Define and determine terminal velocity.
- **Elasticity (5.3)**
 - State Hooke's law and explain it using stress and strain.
 - Describe Young's modulus, shear modulus, and bulk modulus.

Learning Objectives

- By the end of this lesson, you will be able to:
- **Friction (5.1)**
 - Discuss the general characteristics of friction.
 - Describe static vs. kinetic friction.
 - Calculate the magnitude of static and kinetic friction.
- **Drag Forces (5.2)**
 - Express the drag force mathematically.
 - Define and determine terminal velocity.
- **Elasticity (5.3)**
 - State Hooke's law and explain it using stress and strain.
 - Describe Young's modulus, shear modulus, and bulk modulus.
 - Determine the change in length of an object under tension or compression.

Building on Physics 11

Review from Physics 11

- The model for static friction ($f_s \leq \mu_s N$) and kinetic friction ($f_k = \mu_k N$).

Building on Physics 11

Review from Physics 11

- The model for static friction ($f_s \leq \mu_s N$) and kinetic friction ($f_k = \mu_k N$).
- Applying friction forces to problems, especially on inclined planes.

Building on Physics 11

Review from Physics 11

- The model for static friction ($f_s \leq \mu_s N$) and kinetic friction ($f_k = \mu_k N$).
- Applying friction forces to problems, especially on inclined planes.
- Hooke's Law ($F = kx$) for ideal springs.

Building on Physics 11

Review from Physics 11

- The model for static friction ($f_s \leq \mu_s N$) and kinetic friction ($f_k = \mu_k N$).
- Applying friction forces to problems, especially on inclined planes.
- Hooke's Law ($F = kx$) for ideal springs.

New Concepts in Physics 12

- **Drag Forces:** Introducing forces that depend on velocity ($F_D \propto v^2$).

Building on Physics 11

Review from Physics 11

- The model for static friction ($f_s \leq \mu_s N$) and kinetic friction ($f_k = \mu_k N$).
- Applying friction forces to problems, especially on inclined planes.
- Hooke's Law ($F = kx$) for ideal springs.

New Concepts in Physics 12

- **Drag Forces:** Introducing forces that depend on velocity ($F_D \propto v^2$).
- **Elasticity:** A deeper look at material properties using Stress and Strain.

Building on Physics 11

Review from Physics 11

- The model for static friction ($f_s \leq \mu_s N$) and kinetic friction ($f_k = \mu_k N$).
- Applying friction forces to problems, especially on inclined planes.
- Hooke's Law ($F = kx$) for ideal springs.

New Concepts in Physics 12

- **Drag Forces:** Introducing forces that depend on velocity ($F_D \propto v^2$).
- **Elasticity:** A deeper look at material properties using Stress and Strain.
- **Terminal Velocity:** The concept of a maximum speed in freefall when drag balances gravity.

Key Concepts: Friction

- Friction is a force that opposes relative motion or attempted motion between surfaces in contact.

Key Concepts: Friction

- Friction is a force that opposes relative motion or attempted motion between surfaces in contact.
- It acts parallel to the surface.

Key Concepts: Friction

- Friction is a force that opposes relative motion or attempted motion between surfaces in contact.
- It acts parallel to the surface.
- There are two main types:
 - Static Friction (f_s) Acts on stationary objects. It is a responsive force that matches the applied force up to a maximum value.

Key Concepts: Friction

- Friction is a force that opposes relative motion or attempted motion between surfaces in contact.
- It acts parallel to the surface.
- There are two main types:
 - Static Friction (f_s) Acts on stationary objects. It is a responsive force that matches the applied force up to a maximum value.
 - Kinetic Friction (f_k) Acts on moving objects. It is generally a constant value for a given speed and is less than the maximum static friction.

Essential Equations: Friction

Static Friction

The magnitude of static friction f_s can have any value up to a maximum:

$$f_s \leq \mu_s N$$

where μ_s is the coefficient of static friction and N is the normal force. Motion begins when the applied force exceeds $f_{s(\max)} = \mu_s N$.

Essential Equations: Friction

Static Friction

The magnitude of static friction f_s can have any value up to a maximum:

$$f_s \leq \mu_s N$$

where μ_s is the coefficient of static friction and N is the normal force. Motion begins when the applied force exceeds $f_{s(\max)} = \mu_s N$.

Kinetic Friction

Once an object is moving, the friction force is kinetic friction:

$$f_k = \mu_k N$$

where μ_k is the coefficient of kinetic friction. Typically, $\mu_k < \mu_s$.

Life Lesson: The Threshold of Getting Started

The Physics of Procrastination

The relationship $\mu_k < \mu_s$ teaches us a profound lesson about human behavior:

- **Static friction (μ_s):** The resistance to starting something new
 - Starting a new project, habit, or exercise routine
 - The initial effort feels much harder than maintaining momentum
 - This is why "getting started" is often the hardest part

Life Lesson: The Threshold of Getting Started

The Physics of Procrastination

The relationship $\mu_k < \mu_s$ teaches us a profound lesson about human behavior:

- **Static friction (μ_s):** The resistance to starting something new
 - Starting a new project, habit, or exercise routine
 - The initial effort feels much harder than maintaining momentum
 - This is why "getting started" is often the hardest part
- **Kinetic friction (μ_k):** The resistance once you're already moving
 - Continuing an established habit or routine
 - Much easier to maintain once you've overcome the initial threshold
 - Momentum becomes your ally

Life Lesson: The Threshold of Getting Started

The Physics of Procrastination

The relationship $\mu_k < \mu_s$ teaches us a profound lesson about human behavior:

- **Static friction (μ_s):** The resistance to starting something new
 - Starting a new project, habit, or exercise routine
 - The initial effort feels much harder than maintaining momentum
 - This is why "getting started" is often the hardest part
- **Kinetic friction (μ_k):** The resistance once you're already moving
 - Continuing an established habit or routine
 - Much easier to maintain once you've overcome the initial threshold
 - Momentum becomes your ally

Application to Life

Just like objects in motion tend to stay in motion, people in motion tend to stay in motion. The key is applying enough initial force to overcome static friction – then let momentum carry you forward!

Concept Visualization Context: Microscopic Friction

- Why does friction exist?

Concept Visualization Context: Microscopic Friction

- Why does friction exist?
- Even surfaces that look smooth to the naked eye are very rough on a microscopic or atomic level.

Concept Visualization Context: Microscopic Friction

- Why does friction exist?
- Even surfaces that look smooth to the naked eye are very rough on a microscopic or atomic level.
- Friction arises from two main effects:
 - ① The interlocking of these microscopic hills and valleys.

Concept Visualization Context: Microscopic Friction

- Why does friction exist?
- Even surfaces that look smooth to the naked eye are very rough on a microscopic or atomic level.
- Friction arises from two main effects:
 - ① The interlocking of these microscopic hills and valleys.
 - ② Adhesive forces between the molecules of the two surfaces.

Concept Visualization Context: Microscopic Friction

- Why does friction exist?
- Even surfaces that look smooth to the naked eye are very rough on a microscopic or atomic level.
- Friction arises from two main effects:
 - ① The interlocking of these microscopic hills and valleys.
 - ② Adhesive forces between the molecules of the two surfaces.
- The next slide shows a visual representation of this idea.

Concept Visualization: Microscopic Friction

[Diagram based on Figure 5.2]

A magnified view of two surfaces in contact.

- The surfaces are shown with rough, jagged profiles, even if they seem smooth macroscopically.
- The actual points of contact are only at the tips of the highest "peaks".
- When a horizontal force is applied, these peaks must either be broken off or lifted over each other for motion to occur.
- A larger normal force (N) pushes the surfaces together, increasing the contact area and the force required to move them.

Key Concepts: Drag Force

- The drag force (F_D) is a resistive force that acts on an object moving through a fluid (like air or water).

Key Concepts: Drag Force

- The drag force (F_D) is a resistive force that acts on an object moving through a fluid (like air or water).
- It always opposes the direction of the object's velocity.

Key Concepts: Drag Force

- The drag force (F_D) is a resistive force that acts on an object moving through a fluid (like air or water).
- It always opposes the direction of the object's velocity.
- For most large objects at moderate to high speeds, the drag force is proportional to the square of the velocity ($F_D \propto v^2$).

Key Concepts: Drag Force

- The drag force (F_D) is a resistive force that acts on an object moving through a fluid (like air or water).
- It always opposes the direction of the object's velocity.
- For most large objects at moderate to high speeds, the drag force is proportional to the square of the velocity ($F_D \propto v^2$).
- This means drag increases significantly as an object speeds up.

Key Concepts: Terminal Velocity

- Consider an object falling from rest (e.g., a skydiver).

Key Concepts: Terminal Velocity

- Consider an object falling from rest (e.g., a skydiver).
- Initially, its velocity is zero, so the drag force is zero. The only force is gravity ($F_g = mg$), and it accelerates downwards at g .

Key Concepts: Terminal Velocity

- Consider an object falling from rest (e.g., a skydiver).
- Initially, its velocity is zero, so the drag force is zero. The only force is gravity ($F_g = mg$), and it accelerates downwards at g .
- As velocity increases, the drag force (F_D) increases. The net downward force ($F_{net} = mg - F_D$) decreases, so acceleration decreases.

Key Concepts: Terminal Velocity

- Consider an object falling from rest (e.g., a skydiver).
- Initially, its velocity is zero, so the drag force is zero. The only force is gravity ($F_g = mg$), and it accelerates downwards at g .
- As velocity increases, the drag force (F_D) increases. The net downward force ($F_{net} = mg - F_D$) decreases, so acceleration decreases.
- Eventually, the object is moving so fast that the upward drag force becomes equal in magnitude to the downward force of gravity.

$$F_D = mg$$

Key Concepts: Terminal Velocity

- Consider an object falling from rest (e.g., a skydiver).
- Initially, its velocity is zero, so the drag force is zero. The only force is gravity ($F_g = mg$), and it accelerates downwards at g .
- As velocity increases, the drag force (F_D) increases. The net downward force ($F_{net} = mg - F_D$) decreases, so acceleration decreases.
- Eventually, the object is moving so fast that the upward drag force becomes equal in magnitude to the downward force of gravity.

$$F_D = mg$$

- At this point, $F_{net} = 0$, so acceleration is zero. The object stops accelerating and falls at a constant velocity called **terminal velocity** (v_t).

Essential Equations: Drag Force

Drag Force Equation

For many objects (cars, baseballs, skydivers), the drag force is given by:

$$F_D = \frac{1}{2} C \rho A v^2$$

- C : Drag coefficient (a dimensionless number based on shape)
- ρ : Density of the fluid (e.g., air $\approx 1.21 \text{ kg/m}^3$)
- A : Cross-sectional area of the object facing the fluid
- v : Speed of the object

Essential Equations: Drag Force

Drag Force Equation

For many objects (cars, baseballs, skydivers), the drag force is given by:

$$F_D = \frac{1}{2} C \rho A v^2$$

- C : Drag coefficient (a dimensionless number based on shape)
- ρ : Density of the fluid (e.g., air $\approx 1.21 \text{ kg/m}^3$)
- A : Cross-sectional area of the object facing the fluid
- v : Speed of the object

Terminal Velocity Equation

By setting $F_D = mg$ and solving for v , we get terminal velocity:

$$v_t = \sqrt{\frac{2mg}{C\rho A}}$$

Key Concepts: Stress and Strain

When a force is applied to a solid object, it can deform (change its shape).

Key Concepts: Stress and Strain

When a force is applied to a solid object, it can deform (change its shape).

Stress A measure of the applied force per unit area. It quantifies the internal forces within the object.

$$\text{Stress} = \frac{F}{A} \quad (\text{Units: N/m}^2 \text{ or Pascals})$$

Key Concepts: Stress and Strain

When a force is applied to a solid object, it can deform (change its shape).

Stress A measure of the applied force per unit area. It quantifies the internal forces within the object.

$$\text{Stress} = \frac{F}{A} \quad (\text{Units: N/m}^2 \text{ or Pascals})$$

Strain A measure of the degree of deformation. It is the fractional change in the object's length.

$$\text{Strain} = \frac{\Delta L}{L_0} \quad (\text{Unitless})$$

Key Concepts: Stress and Strain

When a force is applied to a solid object, it can deform (change its shape).

Stress A measure of the applied force per unit area. It quantifies the internal forces within the object.

$$\text{Stress} = \frac{F}{A} \quad (\text{Units: N/m}^2 \text{ or Pascals})$$

Strain A measure of the degree of deformation. It is the fractional change in the object's length.

$$\text{Strain} = \frac{\Delta L}{L_0} \quad (\text{Unitless})$$

For small deformations, most materials obey **Hooke's Law**: Stress is proportional to Strain.

Essential Equations: Elasticity

Hooke's Law

For a spring-like object, the force is proportional to the deformation:

$$F = k\Delta L$$

where k is the spring constant.

Essential Equations: Elasticity

Hooke's Law

For a spring-like object, the force is proportional to the deformation:

$$F = k\Delta L$$

where k is the spring constant.

Young's Modulus (Y)

A material property that measures stiffness in response to tension or compression. It is the ratio of stress to strain.

$$Y = \frac{\text{Stress}}{\text{Strain}} = \frac{F/A}{\Delta L/L_0}$$

Essential Equations: Elasticity

Hooke's Law

For a spring-like object, the force is proportional to the deformation:

$$F = k\Delta L$$

where k is the spring constant.

Young's Modulus (Y)

A material property that measures stiffness in response to tension or compression. It is the ratio of stress to strain.

$$Y = \frac{\text{Stress}}{\text{Strain}} = \frac{F/A}{\Delta L/L_0}$$

This can be rearranged to find the change in length:

$$\Delta L = \frac{1}{Y} \frac{F}{A} L_0$$

Concept Visualization Context: Stress-Strain Curve

- We can plot stress vs. strain to understand a material's behavior.

Concept Visualization Context: Stress-Strain Curve

- We can plot stress vs. strain to understand a material's behavior.
- In the **elastic region**, the material follows Hooke's Law (linear graph) and returns to its original shape when the stress is removed.

Concept Visualization Context: Stress-Strain Curve

- We can plot stress vs. strain to understand a material's behavior.
- In the **elastic region**, the material follows Hooke's Law (linear graph) and returns to its original shape when the stress is removed.
- If the stress is too large, the material enters the **plastic region**, where it deforms permanently.

Concept Visualization Context: Stress-Strain Curve

- We can plot stress vs. strain to understand a material's behavior.
- In the **elastic region**, the material follows Hooke's Law (linear graph) and returns to its original shape when the stress is removed.
- If the stress is too large, the material enters the **plastic region**, where it deforms permanently.
- At the **fracture point**, the material breaks.

Concept Visualization Context: Stress-Strain Curve

- We can plot stress vs. strain to understand a material's behavior.
- In the **elastic region**, the material follows Hooke's Law (linear graph) and returns to its original shape when the stress is removed.
- If the stress is too large, the material enters the **plastic region**, where it deforms permanently.
- At the **fracture point**, the material breaks.
- The next slide visualizes this relationship.

Concept Visualization: Stress-Strain Curve

[Graph based on Figure 5.11: Deformation vs. Applied Force]

A graph with Deformation (ΔL) on the y-axis and Applied Force (F) on the x-axis.

- **Linear Region:** The graph starts as a straight line from the origin. In this region, Hooke's law is obeyed. The material is elastic.

Concept Visualization: Stress-Strain Curve

[Graph based on Figure 5.11: Deformation vs. Applied Force]

A graph with Deformation (ΔL) on the y-axis and Applied Force (F) on the x-axis.

- **Linear Region:** The graph starts as a straight line from the origin. In this region, Hooke's law is obeyed. The material is elastic.
- **Permanent Deformation:** The graph starts to curve. If the force is removed in this region, the object will not return to its original length.

Concept Visualization: Stress-Strain Curve

[Graph based on Figure 5.11: Deformation vs. Applied Force]

A graph with Deformation (ΔL) on the y-axis and Applied Force (F) on the x-axis.

- **Linear Region:** The graph starts as a straight line from the origin. In this region, Hooke's law is obeyed. The material is elastic.
- **Permanent Deformation:** The graph starts to curve. If the force is removed in this region, the object will not return to its original length.
- **Fracture Point:** The graph ends abruptly where the material breaks.

"I Do": Skiing Exercise (Friction)

Problem (Example 5.1)

A skier with a mass of 62 kg is sliding down a snowy slope angled at 25° . The force of kinetic friction resisting their motion is known to be 45.0 N.

Find the coefficient of kinetic friction, μ_k , between the skis and the snow.

[Free-body diagram of skier on an incline]

"I Do": Skiing Exercise - G & U

G - Givens

- Mass, $m = 62 \text{ kg}$
- Angle, $\theta = 25^\circ$
- Kinetic friction force,
 $f_k = 45.0 \text{ N}$
- Acceleration due to gravity,
 $g = 9.80 \text{ m/s}^2$

U - Unknown

- Coefficient of kinetic friction,
 $\mu_k = ?$

"I Do": Skiing Exercise - E

E - Equation

- Start with the definition of kinetic friction: $f_k = \mu_k N$.

"I Do": Skiing Exercise - E

E - Equation

- Start with the definition of kinetic friction: $f_k = \mu_k N$.
- The normal force N on an incline balances the perpendicular component of weight: $N = w_{\perp} = mg \cos \theta$.

E - Equation

- Start with the definition of kinetic friction: $f_k = \mu_k N$.
- The normal force N on an incline balances the perpendicular component of weight: $N = w_{\perp} = mg \cos \theta$.
- Substitute for N : $f_k = \mu_k (mg \cos \theta)$.

"I Do": Skiing Exercise - E

E - Equation

- Start with the definition of kinetic friction: $f_k = \mu_k N$.
- The normal force N on an incline balances the perpendicular component of weight: $N = w_{\perp} = mg \cos \theta$.
- Substitute for N : $f_k = \mu_k (mg \cos \theta)$.
- **Rearrange** for the unknown, μ_k :

$$\mu_k = \frac{f_k}{mg \cos \theta}$$

"I Do": Skiing Exercise - S & S

S - Substitute

- Plug in the known values with their units:

$$\mu_k = \frac{45.0 \text{ N}}{(62 \text{ kg})(9.80 \text{ m/s}^2) \cos(25^\circ)}$$

"I Do": Skiing Exercise - S & S

S - Substitute

- Plug in the known values with their units:

$$\mu_k = \frac{45.0 \text{ N}}{(62 \text{ kg})(9.80 \text{ m/s}^2) \cos(25^\circ)}$$

S - Solve

- Calculate the denominator: $(62)(9.80)(0.9063) \approx 550.5 \text{ N}$.
- $\mu_k = \frac{45.0}{550.5} \approx 0.08174$
- Apply significant figures (3 sig figs from 45.0 N and 62 kg):
- $\mu_k = 0.082$

"We Do": Terminal Velocity (Drag)

Problem (Example 5.2)

Find the terminal velocity of an 85-kg skydiver falling in a spread-eagle position.

Estimate the frontal area as $A = 0.70 \text{ m}^2$, the drag coefficient as $C = 1.0$, and use the density of air $\rho = 1.21 \text{ kg/m}^3$.

"We Do": Terminal Velocity - G & U

G - Givens

- $m = 85 \text{ kg}$
- $A = 0.70 \text{ m}^2$
- $C = 1.0$
- $\rho = 1.21 \text{ kg/m}^3$
- $g = 9.80 \text{ m/s}^2$

U - Unknown

- Terminal velocity, $v_t = ?$

"We Do": Terminal Velocity - E

E - Equation

- What is our starting equation for terminal velocity?

"We Do": Terminal Velocity - E

E - Equation

- What is our starting equation for terminal velocity?

$$v_t = \sqrt{\frac{2mg}{C\rho A}}$$

"We Do": Terminal Velocity - E

E - Equation

- What is our starting equation for terminal velocity?

$$v_t = \sqrt{\frac{2mg}{C\rho A}}$$

- Is any algebraic rearrangement needed? (No)

"We Do": Terminal Velocity - E

E - Equation

- What is our starting equation for terminal velocity?

$$v_t = \sqrt{\frac{2mg}{C\rho A}}$$

- Is any algebraic rearrangement needed? (No)
- Now, let's get ready to substitute our values.

"We Do": Terminal Velocity - S & S

S - Substitute

- Let's plug in the numbers together:

$$v_t = \sqrt{\frac{2(85 \text{ kg})(9.80 \text{ m/s}^2)}{(1.0)(1.21 \text{ kg/m}^3)(0.70 \text{ m}^2)}}$$

"We Do": Terminal Velocity - S & S

S - Substitute

- Let's plug in the numbers together:

$$v_t = \sqrt{\frac{2(85 \text{ kg})(9.80 \text{ m/s}^2)}{(1.0)(1.21 \text{ kg/m}^3)(0.70 \text{ m}^2)}}$$

S - Solve

- Calculate the value inside the square root. What do you get?
- Numerator: $2 \times 85 \times 9.80 = 1666$
- Denominator: $1.0 \times 1.21 \times 0.70 \approx 0.847$

"We Do": Terminal Velocity - S & S

S - Substitute

- Let's plug in the numbers together:

$$v_t = \sqrt{\frac{2(85 \text{ kg})(9.80 \text{ m/s}^2)}{(1.0)(1.21 \text{ kg/m}^3)(0.70 \text{ m}^2)}}$$

S - Solve

- Calculate the value inside the square root. What do you get?
- Numerator: $2 \times 85 \times 9.80 = 1666$
- Denominator: $1.0 \times 1.21 \times 0.70 \approx 0.847$
- $v_t = \sqrt{\frac{1666}{0.847}} = \sqrt{1967} \approx 44.35 \text{ m/s}$
- $v_t \approx 44 \text{ m/s}$

"You Do": Bone Compression (Elasticity)

Problem (Example 5.4)

Calculate the change in length of the upper leg bone (femur) when a 70.0 kg man supports 62.0 kg of his mass on it.

- **Givens:**

- Mass supported, $m = 62.0$ kg
- Original length, $L_0 = 40.0$ cm = 0.400 m
- Radius, $r = 2.00$ cm = 0.0200 m
- Young's modulus (bone compression), $Y = 9 \times 10^9$ N/m²

Use the GUESS method to find the amount the bone shortens, ΔL .

Reading Homework

- Please ensure you read through Sections 5.1, 5.2, and 5.3 in your textbook.

Reading Homework

- Please ensure you read through Sections 5.1, 5.2, and 5.3 in your textbook.
- Pay special attention to:
 - The table of coefficients of friction (Table 5.1).
 - The table of drag coefficients for various shapes (Table 5.2).
 - Stokes' Law for drag at very low speeds.
 - Shear Modulus and Bulk Modulus concepts.

Reading Homework

- Please ensure you read through Sections 5.1, 5.2, and 5.3 in your textbook.
- Pay special attention to:
 - The table of coefficients of friction (Table 5.1).
 - The table of drag coefficients for various shapes (Table 5.2).
 - Stokes' Law for drag at very low speeds.
 - Shear Modulus and Bulk Modulus concepts.
- The concepts discussed in these sections are important for a full understanding and may appear on assessments.

Summary

- **Friction** is a contact force that opposes motion. We distinguish between static ($f_s \leq \mu_s N$) and kinetic ($f_k = \mu_k N$) friction.

Summary

- **Friction** is a contact force that opposes motion. We distinguish between static ($f_s \leq \mu_s N$) and kinetic ($f_k = \mu_k N$) friction.
- **Drag** is a resistive force from a fluid that depends on velocity ($F_D \propto v^2$). This leads to a **Terminal Velocity** when the drag force balances gravity.

Summary

- **Friction** is a contact force that opposes motion. We distinguish between static ($f_s \leq \mu_s N$) and kinetic ($f_k = \mu_k N$) friction.
- **Drag** is a resistive force from a fluid that depends on velocity ($F_D \propto v^2$). This leads to a **Terminal Velocity** when the drag force balances gravity.
- **Elasticity** describes how objects deform. **Stress** (F/A) is the applied force per area, and **Strain** ($\Delta L/L_0$) is the resulting fractional deformation. These are related by a material's **Young's Modulus**, Y .

Summary

- **Friction** is a contact force that opposes motion. We distinguish between static ($f_s \leq \mu_s N$) and kinetic ($f_k = \mu_k N$) friction.
- **Drag** is a resistive force from a fluid that depends on velocity ($F_D \propto v^2$). This leads to a **Terminal Velocity** when the drag force balances gravity.
- **Elasticity** describes how objects deform. **Stress** (F/A) is the applied force per area, and **Strain** ($\Delta L/L_0$) is the resulting fractional deformation. These are related by a material's **Young's Modulus**, Y .
- These concepts provide more realistic models for applying Newton's Laws to complex, everyday situations.