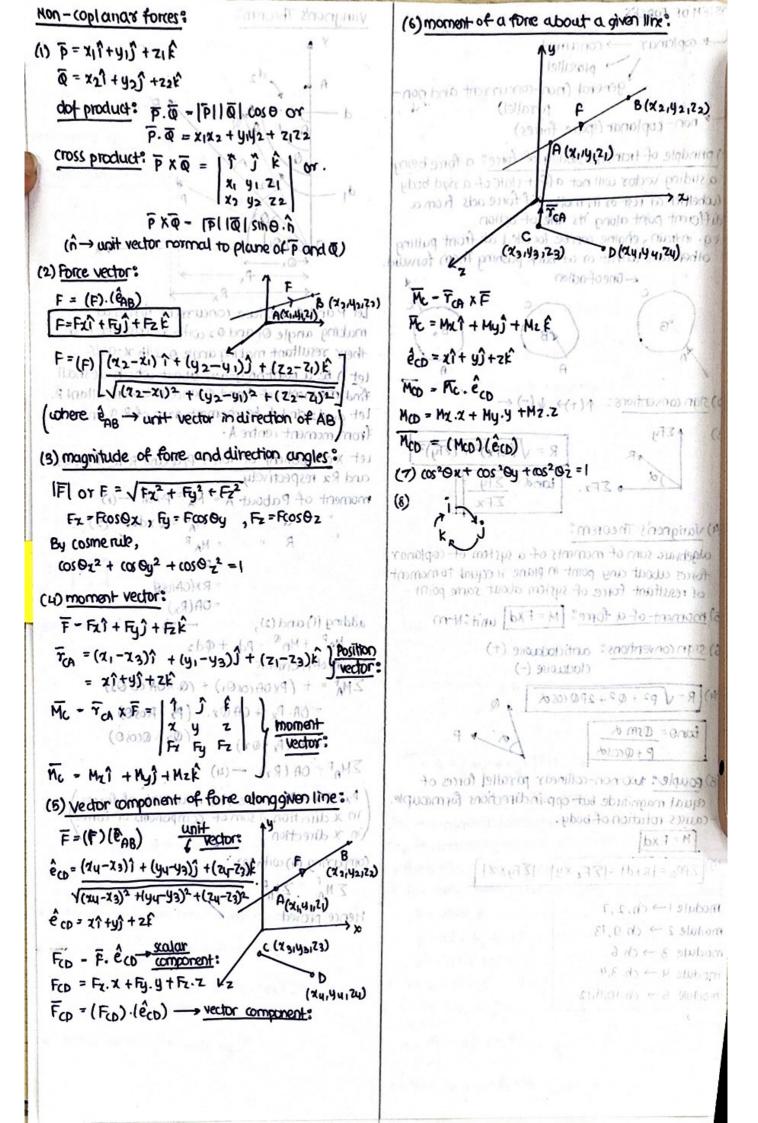


component:

"Horogeno not see



KINEMATICS OF A PARTICLE

(1) equations of motion: (uniform actin motion)

(1) wild (2)

(3) average actin:
$$a_{av} = \Delta v$$

instantaneous accin:
$$a = \lim_{\Delta t \to 0} \frac{\Delta v}{\Delta t} = \frac{dv}{dt}$$

(4) (uniform velocity motion)
$$v=s$$

(5) (variable accommotion)
$$v = \frac{dx}{dt}$$
, $a = \frac{dy}{dt}$

$$\frac{a}{dt} = \frac{dy}{dx} \rightarrow a = v \cdot \frac{dy}{dx}$$

(6) For a uniformly accelerated rectilinear making particle, distance covered in 14th second is,

nofon curves:

(i) z-t curve:

(ii) v-t wrve:

(iii) a-t wive:

$$x_f = x_i + v_i x t + (auc a - t)_{ij-te} x (t - te)$$

[centroid]

(N) V-2 wave:

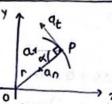
* area under concave parabolic curve =
$$\frac{1}{3} \times b \times h$$
 _

for a
$$\triangle$$
, centroid from base = base from apex = 2×base

* km/hr
$$\rightarrow$$
 m/s, multiply by $\frac{5}{18}$

(8) wayilinear motion:

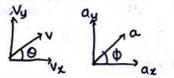
-(3)



$$V = \left(\frac{dx}{dx}\right)^2 + \left(\frac{dt}{dy}\right)^2 + \left(\frac{dz}{dz}\right)^2$$

$$a = \frac{dv}{dt} = \frac{d^2r}{dt^2} = (a_x)^2 + (a_y)^2 + (a_z)^2$$

$$V = \sqrt{V_{x^{2}} + V_{y^{2}}} \rightarrow 0 = tan' \left(\frac{V_{y}}{V_{x}}\right) \quad (\text{magnitude} \\ a = \sqrt{a_{x^{2}} + a_{y^{2}}} \rightarrow 0 = tan' \left(\frac{a_{y}}{a_{x}}\right) \quad (\text{magnitude} \\ \text{and} \quad \text{angle})$$



for 'the coor system?

$$a_t = \frac{dv}{dt}$$
; $a_n = \frac{v^2}{9}$ ($v \rightarrow vel.atgiven time$)

$$\S = \left[1 + \left(\frac{dy}{dx}\right)^2\right]^{3/2} \quad (\text{if } f(y) = x)$$

Total accin:
$$a = \sqrt{a_t^2 + a_n^2}$$

$$\alpha = \tan^{-1}\left(\frac{a_{t}}{a_{n}}\right)$$

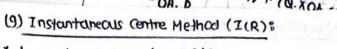
also,
$$g = \frac{\left[v_x^2 + v_y^2 \right]^{3/2}}{v_x \cdot a_y - v_y \cdot a_x}$$
, $g = \left[\frac{v^3}{a_x \cdot v_y - a_y \cdot v_x} \right]$

(at -> targential component of accin)

(an -) normal component of accin)

* for uniform speed auvillnear motion, at =0

* for speed changing at uniform rule,



* 1 revolution = 212 radians = 360

* Impm = 212 rad /s

(i)argular displacement: 0 or $\Delta \theta = \theta_2 - \theta_1$

argulor velocity: w=do 1+ve 7-ve

argular ann: x=dw dt

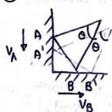
uniform angular vel. motion $\rightarrow \omega = 0$

uniform angular accommotion -> w= wo + oct

variable argular adn motion: w= d0

(iii) ICR: defined as point about which a general plane moving body rotates at any given instant

A LADDER:



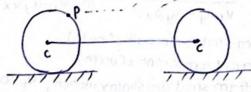
Translational motion.]



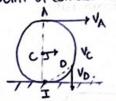
Steps:

- (i) Locate ICR
- (ii) And w, VA, VB.

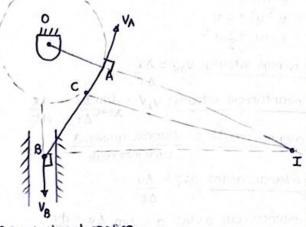
(B) ROLLER: [Translational + Rotational]



point of contact is I.



© 2 LINKAGES: [Translational + Rotational]



on a rotational motion.

AB: rotational + translational .

plane motion.

if cisary point on the linkage,

* vel. of IR (instantaneous notation) point is zero.

+ location of ICR point varies instant to instant

* cosme rule: 2 lengths, langle

sine rule: I length, 2 angles