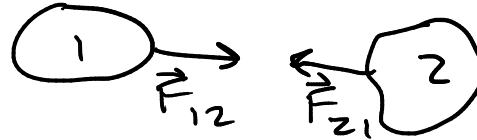


A First Law: Every body perseveres in its state of rest, or of uniform motion in a right line, unless it is compelled to change that state by forces impress'd thereon.

B Second Law: The alteration of motion is ever proportional to the motive force impress'd; and is made in the direction of the right line in which that force is impress'd.  $\vec{F} = m\vec{a}$  straight

C Third Law: To every Action there is always opposed an equal Reaction: or the mutual actions of two bodies upon each other are always equal, and directed to contrary parts.  $\vec{F}_{12} = \vec{F}_{21}$



(B)  $\vec{F} = m\vec{a}$

(C)  $\vec{F}_{12} = \vec{F}_{21}$

(A)  $\vec{a} = 0 \Rightarrow \vec{r} = \vec{r}_0 + t\vec{v}$

Newton's eqns

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

point masses

$\left\{ \begin{array}{l} m \\ \vec{v} \\ \vec{a} \end{array} \right.$

approximation

↑ total force acting on mass

for slow, light, large things.

2 ways to use  $\vec{F} = m\vec{a}$

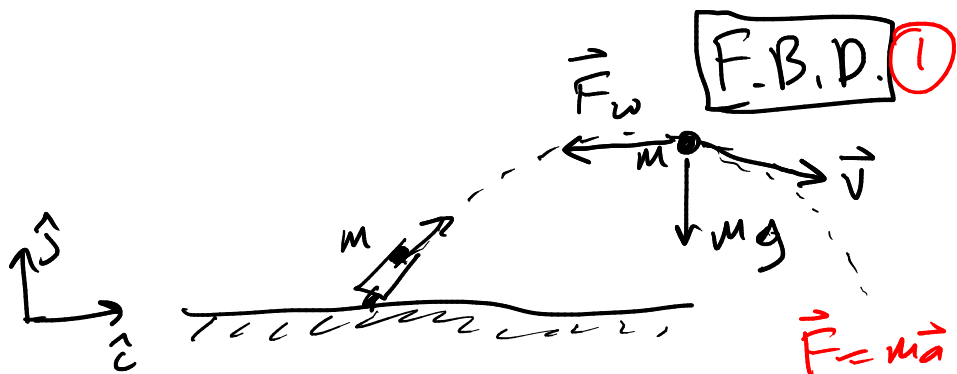
① method of assumed forces

know (assume) forces  $\Rightarrow$  calculate  $\vec{a}$   
 $\Rightarrow \vec{v}, \vec{r}$

② method of assumed motion

know (assume) motion  $(\vec{r}(t), \vec{v}(t), \vec{a}(t))$   
 $\Rightarrow$  calculate  $\vec{F}$

# ex method of assumed forces



air resistance:  $\vec{F}_w = -C_w \hat{i}$   
gravity:  $\vec{F}_g = -mg \hat{j}$   
↑  
model.

$\vec{F} = m\vec{a}$  (3)  $M\vec{a} = \vec{F} = \vec{F}_w + \vec{F}_g = -C_w \hat{i} - mg \hat{j}$

$$\ddot{\vec{r}} = \vec{a} = -\frac{C_w}{m} \hat{i} - g \hat{j}$$

algebra  
calculus

$$\vec{r} = x \hat{i} + y \hat{j}$$

(4)  $\vec{r}(t) = \vec{r}_0 + \vec{v}_0 t + \frac{1}{2} t^2 \left( -\frac{C_w}{m} \hat{i} - g \hat{j} \right)$

$$x(t) = x_0 + v_{x0} t - \frac{1}{2} t^2 \frac{C_w}{m}$$

$$y(t) = y_0 + v_{y0} t - \frac{1}{2} t^2 g$$

ex method of assumed motion

constant  $\underline{v_x = c}$  ground height  $y = A \cos(kx)$

there is gravity



Q what is the force of the road on the car?

find acc:  $\vec{r} = x \hat{i} + y \hat{j}$

find  
motion

$$\textcircled{1} = (x_0 + ct) \hat{i} + A \cos(k(x_0 + ct)) \hat{j}$$

$$\vec{x} = v_x = c$$

$$x = x_0 + ct$$

$$\dot{\vec{r}} = \vec{v} = c \hat{i} - A \sin(k(x_0 + ct)) kc \hat{j}$$

$$\ddot{\vec{r}} = \dot{\vec{v}} = \vec{a} = \textcircled{2} \text{ find } \vec{a} = -A \cos(k(x_0 + ct)) (kc)^2 \hat{j}$$

$$-mg \hat{j} + \vec{F}_r = \vec{F}_g + \vec{F}_r = \vec{F} = \textcircled{3} m \vec{a} = -mA \cos(k(x_0 + ct)) (kc)^2 \hat{j}$$

↑ want

↑ total force on car

$$\vec{F}_r = mg \hat{j} - \textcircled{4} \text{ algebra } mA \cos(k(x_0 + ct)) (kc)^2 \hat{j}$$