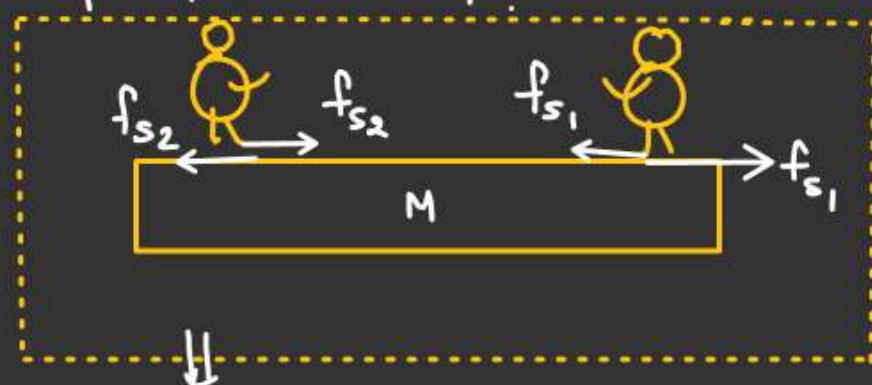


MOTION OF COMCase $[\Delta X_{com} = 0]$ Two Men + Plank System

x_1 & x_2 be the displacement of person A and B w.r.t plank. then displacement of plank = ??

Note:-

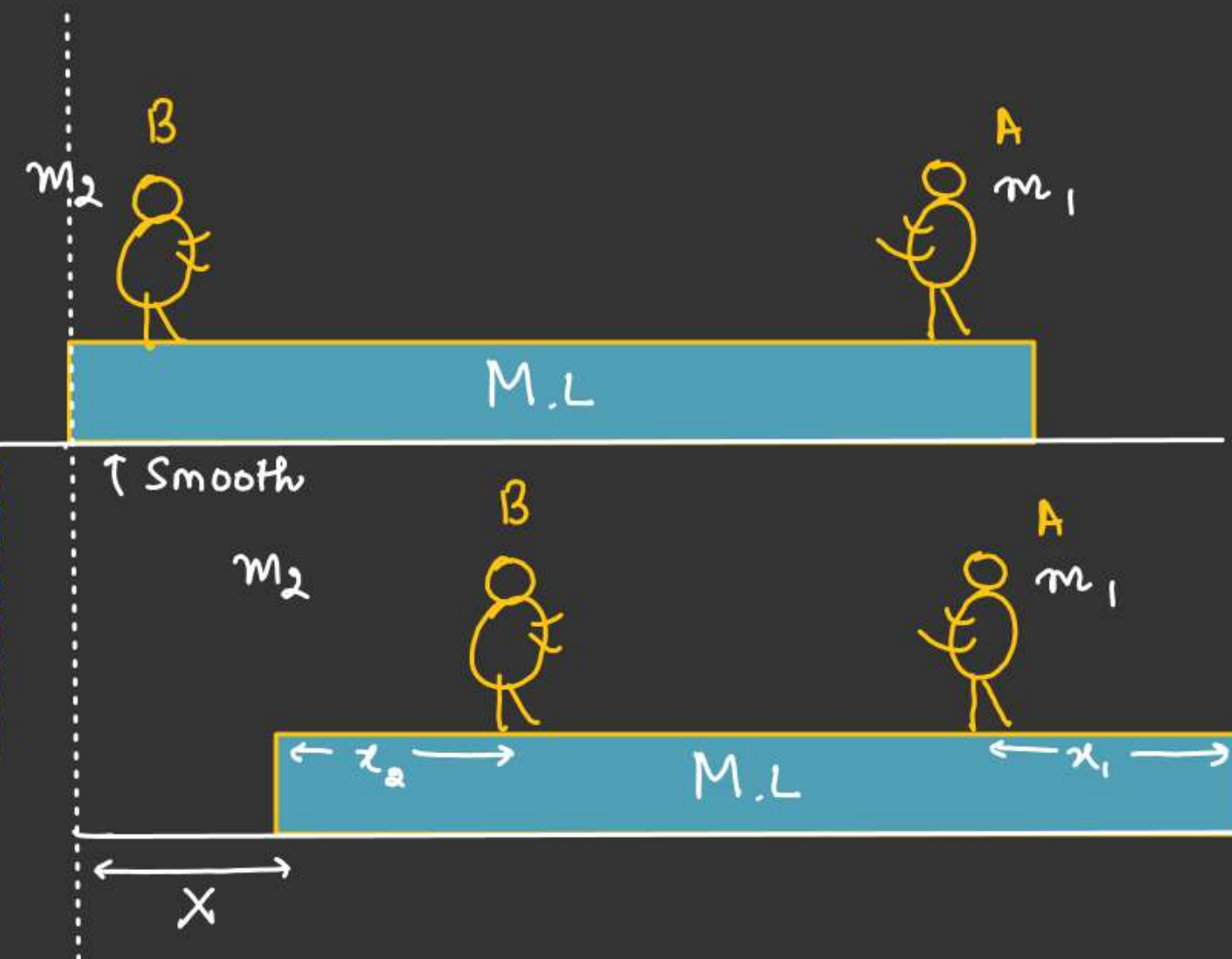
↳ While using $\Delta X_{com} = 0$ all the displacements must be w.r.t earth



↓
Taking both the men and plank as system net external force in x-direction is zero

⇒ Since $(V_{com})_i = 0$

$$\underline{(\Delta X_{com})_i = 0}$$



MOTION OF COMCase $[\Delta X_{com} = 0]$

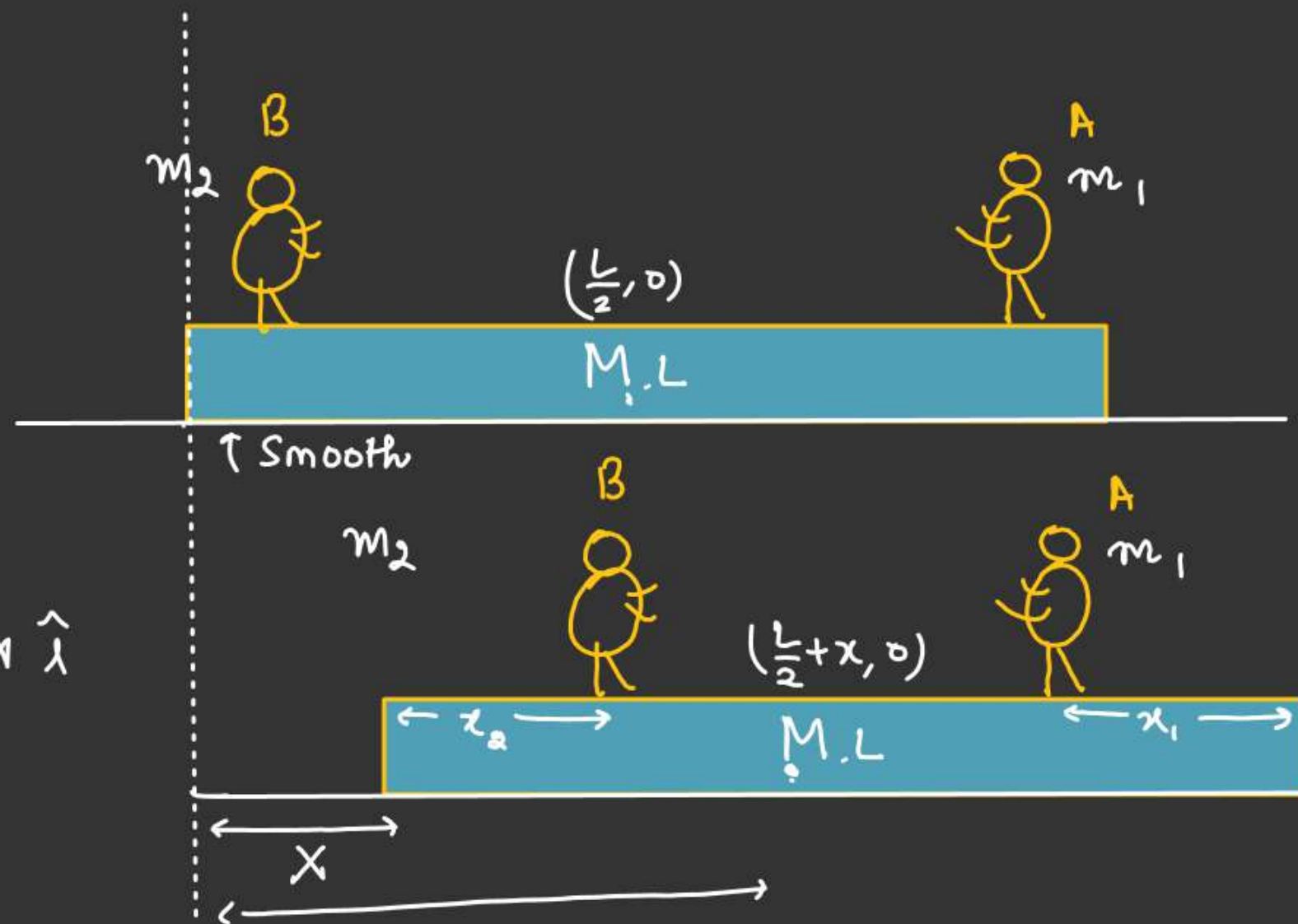
$$\vec{X}_{A/\varepsilon} = \vec{X}_{A/plank} + \vec{X}_{plank/\varepsilon}$$

$$\begin{aligned} \text{Displacement of A w.r.t Earth} &= -x_1 \hat{i} + X \hat{i} \\ &= (X - x_1) \hat{i} \end{aligned}$$

$$\begin{aligned} \vec{X}_{B/\varepsilon} &= \vec{X}_{B/plank} + \vec{X}_{plank/\varepsilon} \\ &= x_2 \hat{i} + X \hat{i} \quad \Delta \vec{X}_{plank} = X \hat{i} \\ &= (x_2 + X) \hat{i} \end{aligned}$$

$$0 = \Delta X_{com} = \frac{m_1 x_{A/\varepsilon} + m_2 (x_{B/\varepsilon}) + Mx}{m_1 + m_2}$$

$$0 = m_1 (X - x_1) + m_2 (X + x_2) + Mx$$



$$X = \frac{m_1 x_1 - m_2 x_2}{m_1 + m_2 + M}$$

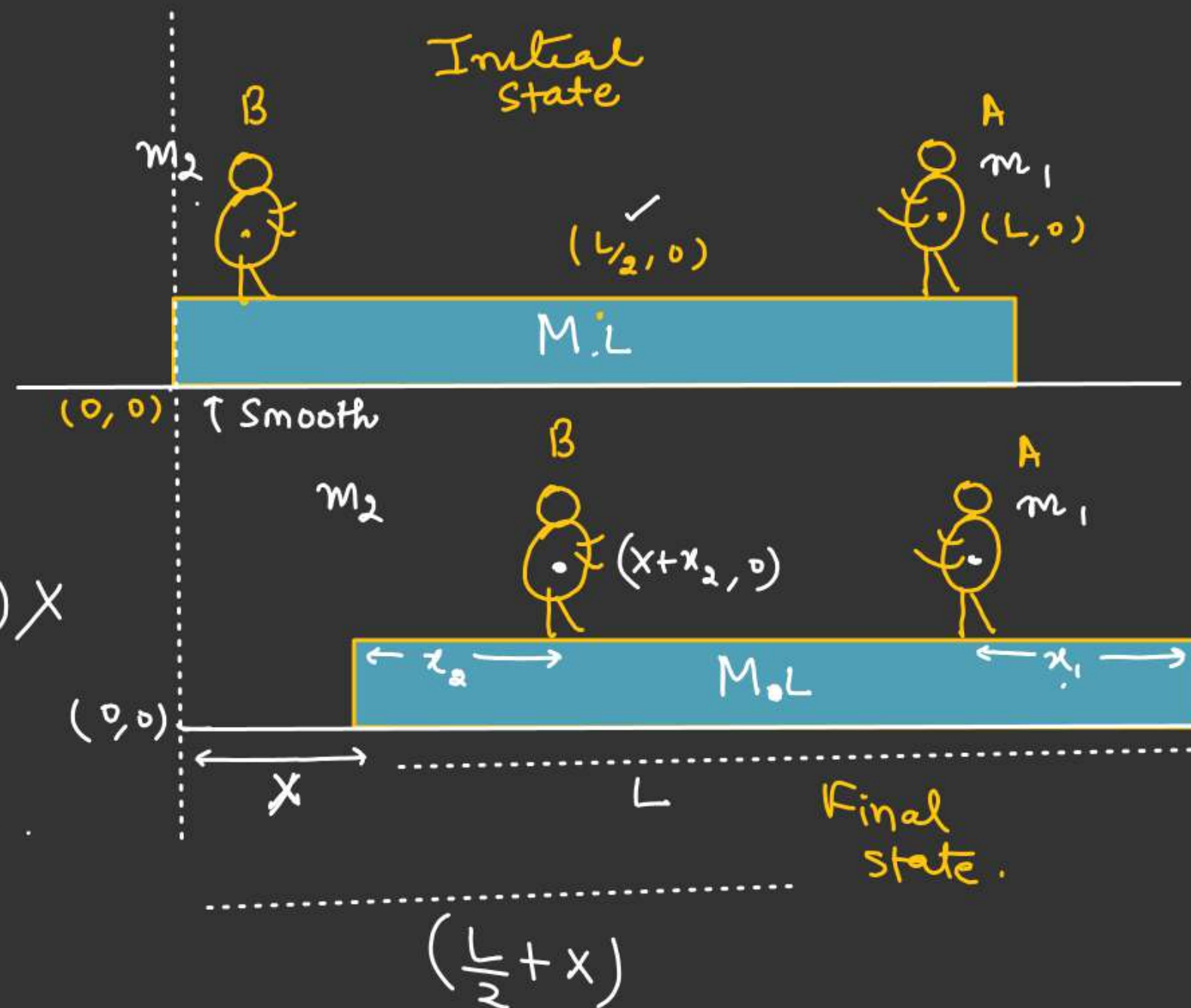
MOTION OF COMCase $[\Delta X_{com} = 0]$ M-2 ✓

$$(X_{com})_i = (X_{com})_f$$

$$\frac{m_2(0) + m_1 L + M(\frac{L}{2})}{m_1 + m_2 + M} = \frac{m_2(X+x_2) + m_1(L-x_1+X) + M(\frac{L}{2} + X)}{(m_1 + m_2 + M)}$$

$$\cancel{m_1 L} = (m_2 x_2 - m_1 x_1) + (m_2 + m_1 + M)X + \cancel{m_1 L}$$

$$X = \left(\frac{m_1 x_1 - m_2 x_2}{m_1 + m_2 + M} \right) \checkmark$$



MOTION OF COMCase $[\Delta X_{com} = 0]$

All the contact surfaces are smooth.

Block is released from the position shown in the fig.

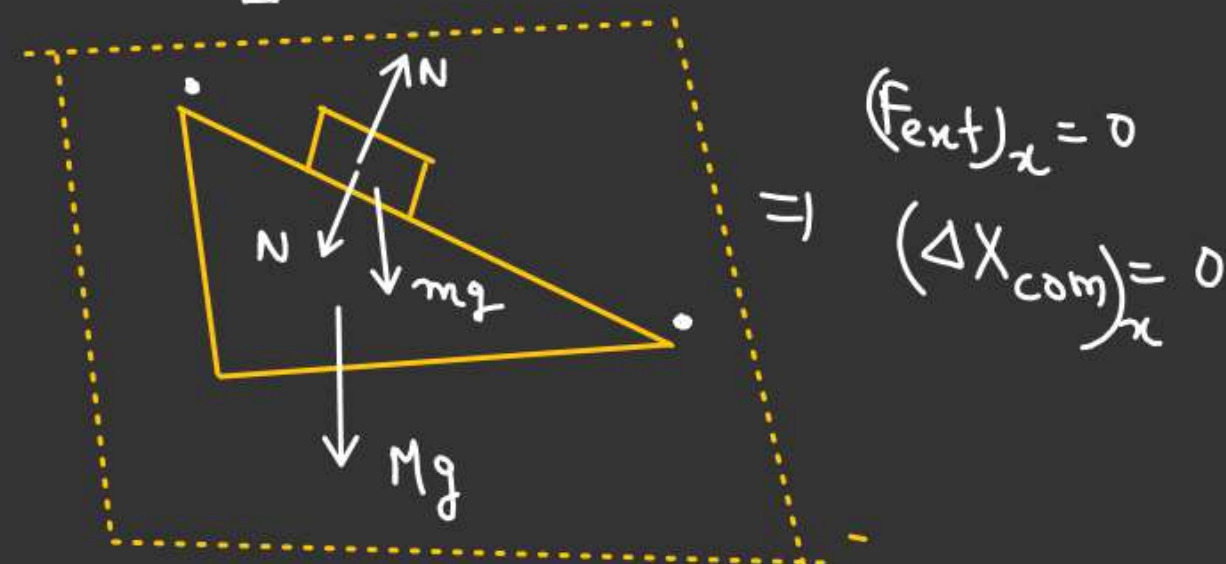
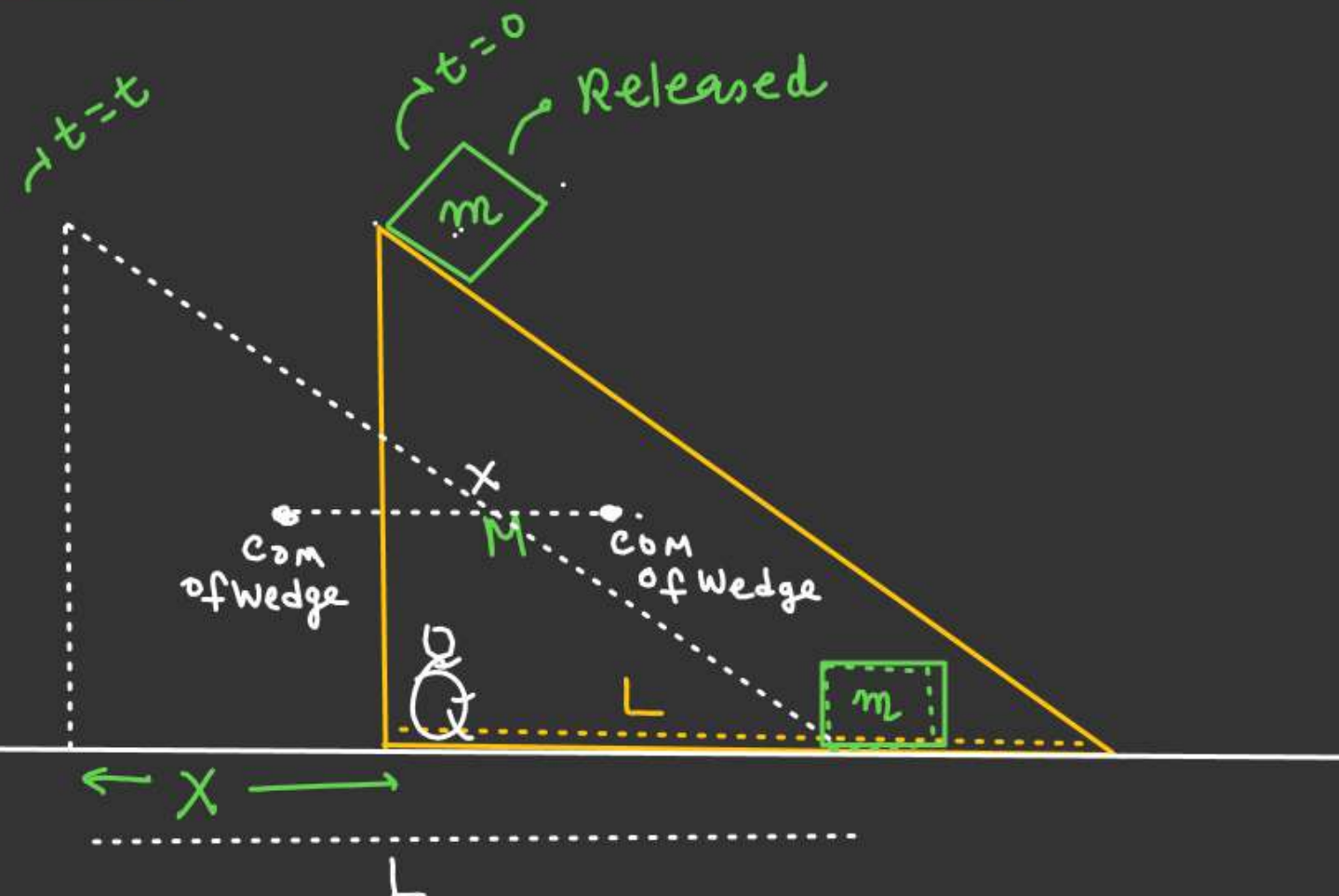
find displacement of wedge when block just reach the ground.

$$\begin{aligned}\vec{X}_{\text{block}/\varepsilon} &= \vec{X}_{\text{block/wedge}} + \vec{X}_{\text{wedge}/\varepsilon} \\ &= (L\hat{i} - x\hat{i}) \\ &= \underline{(L-x)\hat{i}}\end{aligned}$$

$$\Delta X_{com} = 0$$

$$m(\Delta \vec{X}_{\text{block}/\varepsilon}) + M(\Delta \vec{X}_{\text{wedge}/\varepsilon}) = 0$$

$$m(L-x)\hat{i} + Mx\hat{i} = 0 \Rightarrow \boxed{X = -\frac{mL}{M+m}\hat{i}}$$



MOTION OF COMCase $[\Delta X_{com} = 0]$

String breaks and ball of mass finally drop in the slot.
Find displacement of trolley.

$$\Delta X_{com} = 0 \quad (F_{ext})_x = 0$$

$$(V_{com})_i = 0$$

$$\vec{X}_{ball/g} = \vec{X}_{ball/trolley} + \vec{X}_{trolley/g}$$

$$= -d\hat{i} + X\hat{i}$$

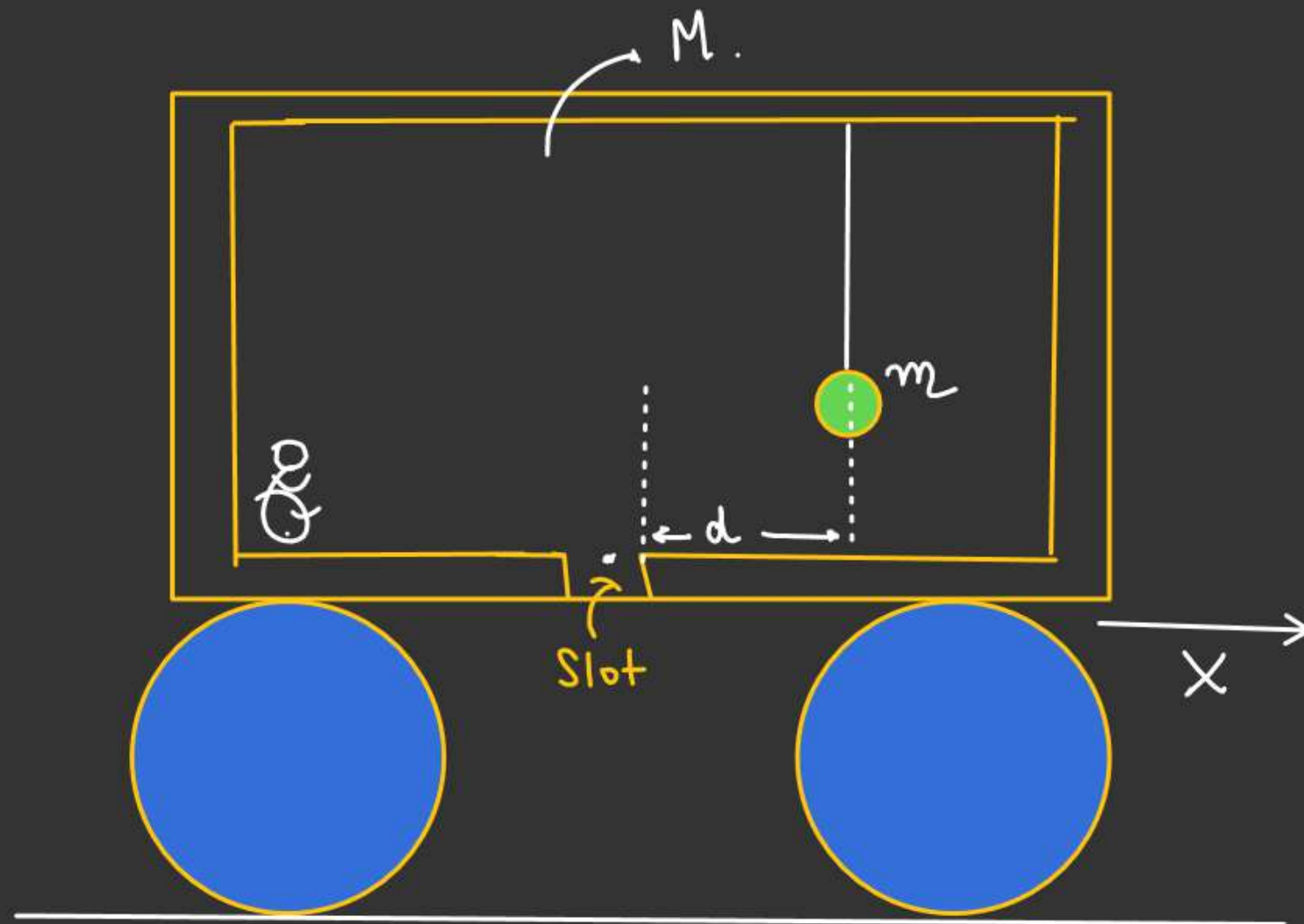
$$= (X-d)\hat{i}$$

$$\Delta \vec{X}_{com} = 0$$

$$\frac{M X\hat{i} + m (X-d)\hat{i}}{(M+m)} = 0$$

$$X(M+m) = md$$

$$X = \left(\frac{md}{M+m} \right) \checkmark$$



MOTION OF COMCase $[\Delta X_{com} = 0]$

AA

All the Contact Surfaces are Smooth.

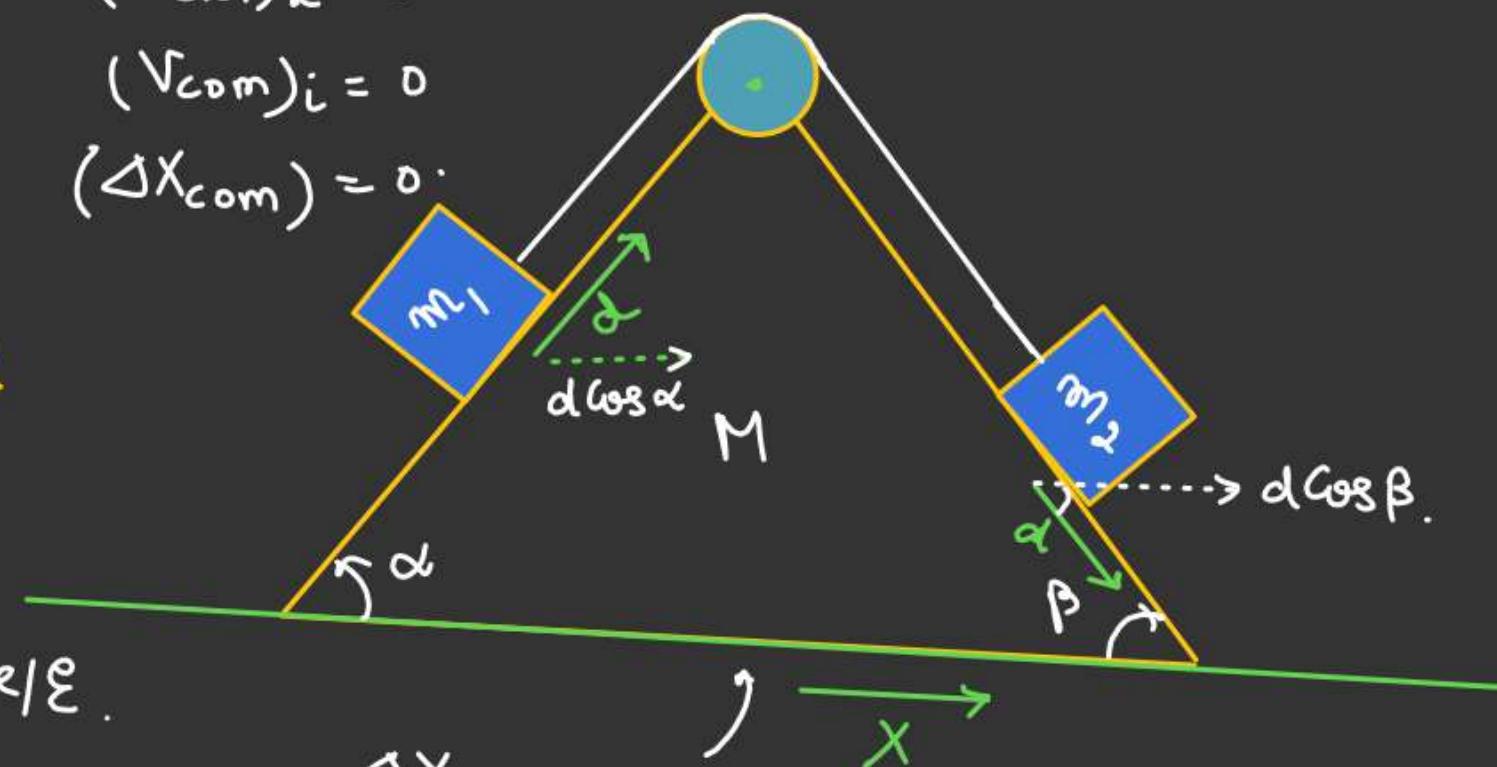
System is released from rest.

Find displacement of Wedge if d be the displacement of blocks w.r.t wedge

$$(F_{ext})_x = 0$$

$$(V_{com})_i = 0$$

$$(\Delta X_{com}) = 0$$



$$\underline{\text{Sol}^n} \quad \vec{X}_{m_1/\varepsilon} = \vec{X}_{m_1/\text{wedge}} + \vec{X}_{\text{wedge}/\varepsilon}$$

$$= (d \cos \alpha) \hat{i} + x \hat{i}$$

$$= (d \cos \alpha + x) \hat{i}$$

$$\vec{X}_{m_2/\varepsilon} = \vec{X}_{m_2/\text{wedge}} + \vec{X}_{\text{wedge}/\varepsilon}$$

$$= d \cos \beta \hat{i} + x \hat{i}$$

$$= (d \cos \beta + x) \hat{i}$$

$$\Delta X_{com} = 0$$

$$m_1(d \cos \alpha + x) \hat{i} + m_2(d \cos \beta + x) \hat{i} + Mx \hat{i} = 0$$

$$(m_1 + m_2 + M)x = d(m_2 \cos \beta - m_1 \cos \alpha)$$

$$x = \frac{(m_2 \cos \beta - m_1 \cos \alpha)d}{m_1 + m_2 + M} \quad \checkmark$$

MOTION OF COM

Case $[\Delta X_{\text{com}} = 0]$

Find $X = ??$

