

Law of Motion

Chapter's to be Covered:- [For New students]

⇒

→ Basic Mathematics.

[Differentiation
Integration]

(Definite)

$$\left[\begin{aligned} \frac{d}{dx}(x^n) &= nx^{n-1} \\ \int x^n dx &= \frac{x^{n+1}}{n+1} \end{aligned} \right]$$

⇒ graph:- [① Linear function
② quadratic function]

⇒ 3 Kinematics Equations.

⇒ Maxima Minima.

⇒ Vector ⇒ [Parallelogram Law of vector addition]
⇒ Component of vector.

⊗ Relative velocity
[1st lecture]

Concept of physics

→ [H.C. Verma]

1st part

→ D.P.P.

→ P.Y.Q Chapterwise
(Jee Mains)

Self-
Practice

⇒ In Class:- [① Irodov
② Jee Advance
P.Y.Q's
③ My Illustrations
④ Sheet
(Doubt)]

(Jee
Advance)
Practice

Law of Motion

⇒ Newton's 1st Law :→

⇒ Also Called Law of "Inertia" or Law of Equilibrium :→

Inertia :- [Tendency of a body to Continue its present state]

A $\overset{\curvearrowright \text{Rest}}{\boxed{m}} \Rightarrow \text{Present State} \Rightarrow \left[\begin{array}{l} \text{To Continue} \\ \text{its rest position} \end{array} \right]$

B $\boxed{m} \rightarrow V=C \Rightarrow \left[\begin{array}{l} \text{To Continue its uniform} \\ \text{Velocity Motion} \end{array} \right] \Rightarrow \text{present State}$

Block A and block B Changes their present State if there is net resultant force.

If $[\vec{F}_{\text{net}}] = 0$.
the body Continue its present state and we can say body is in equilibrium

Law of Motion

Newton's 1st Law

For body to be in equilibrium

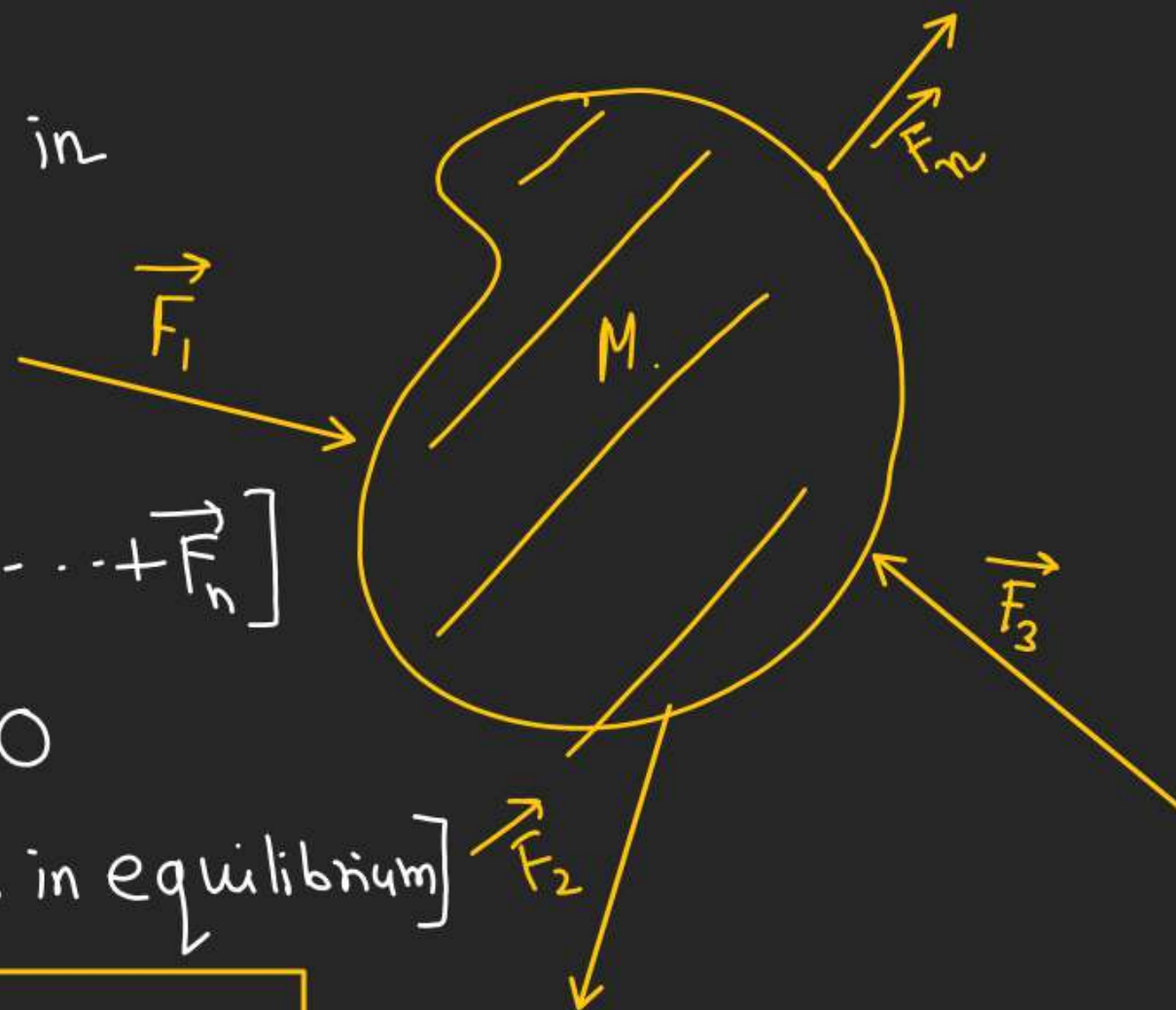
$$\vec{F}_{\text{net}} = [\vec{F}_1 + \vec{F}_2 + \dots + \vec{F}_n]$$

if $\vec{F}_{\text{net}} = 0$

[Body is in equilibrium]

$$\sum_{i=1}^n \vec{F}_i = 0$$

\Rightarrow Newton's 1st Law



Law of Motion

w.r.t \Rightarrow [With respect to]

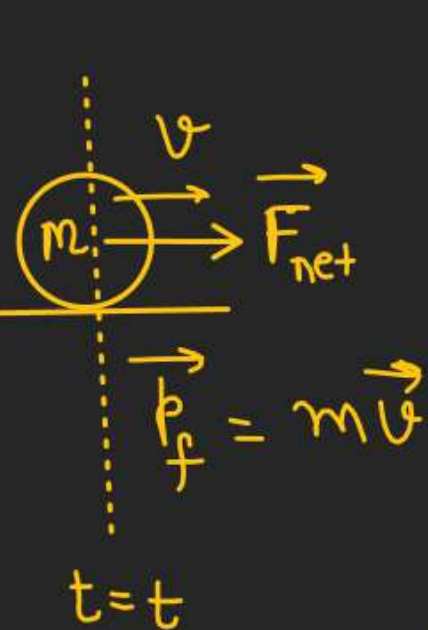
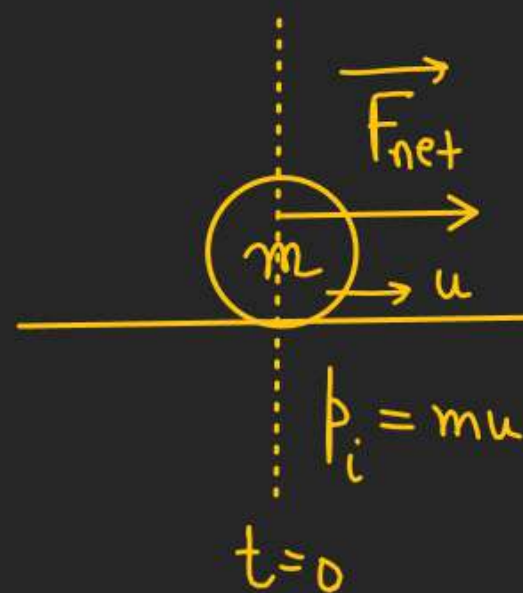
(*) Newton's 2nd Law

\Rightarrow Net external force acting on a body is equal to rate of change of linear momentum of the body w.r.t time. $\left[\vec{F} = \frac{d\vec{p}}{dt} \right]$

Linear momentum

$$\left[\vec{p} = m\vec{v} \right]$$

if $m = \text{Constant}$



$$\vec{F}_{\text{net}} = \left(\frac{\Delta \vec{p}}{\Delta t} \right)$$

\uparrow
[Avg force]

$$(\vec{F}_{\text{net}})_{\text{inst}} = \lim_{\Delta t \rightarrow 0} \left(\frac{\Delta \vec{p}}{\Delta t} \right) = \frac{d\vec{p}}{dt}$$

$$(\vec{F}_{\text{net}})_{\text{inst}} = \frac{d(m\vec{v})}{dt} = m \frac{d\vec{v}}{dt} + \vec{v} \left(\frac{dm}{dt} \right)$$

$$(\vec{F}_{\text{net}}) = m \left(\frac{d\vec{v}}{dt} \right)$$

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

\uparrow
Newton's 2nd Law

Law of Motion

(A) Newton's 3rd Law:-→

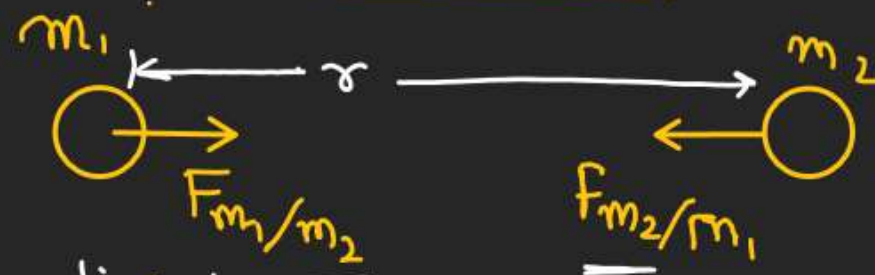
⇒ (For every action there is equal and opposite reaction)



If $\left[\vec{F}_{A/B} = -\vec{F}_{B/A} \right] \Rightarrow$ These two forces are action & reaction pair. if

- They are equal & opposite
- Acts along the same line of action
- Forces must be of same nature.

Ex:- [Gravitational force]



According to Law of Gravitation

$$|\vec{F}_{m_1/m_2}| = |\vec{F}_{m_2/m_1}| = \left[\frac{Gm_1m_2}{r^2} \right]$$

Follow Newton's 3rd Law

Note:- Forces which follow Newton's 3rd Law always occur in pair so for the whole system these forces will not contribute towards the net external force

Law of Motion

★ ★ ★
F.B.D. →

[Free body diagram]

- ↳ In F.B.D we draw all the forces acting on the body due to another body Or due to Surrounding
- ↳ Choose a reference axis and take the Component of all the forces along the Chosen reference axis.
- ↳ Apply Newton's 1st Law where body is in equilibrium & apply Newton's 2nd law where body is in accelerated motion.

Law of Motion

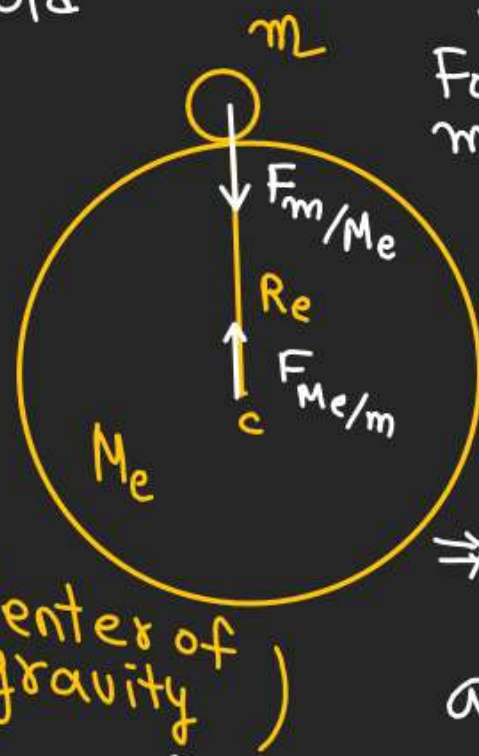
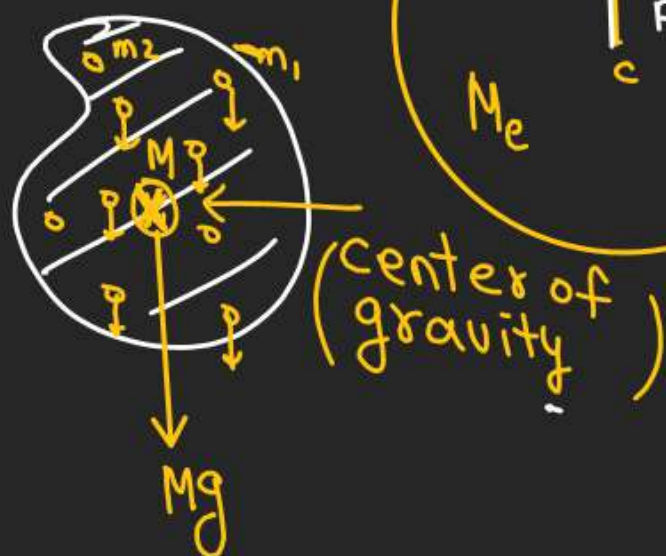
Some Commonly occurring forces in Mechanics: →

$$[G = (\text{Universal gravitational Constant})]$$

① Gravitational force due to earth: -

- It always acts Vertically downward

- It always acts at the center of gravity.



$$F_{m/Me} = \frac{G m M_e}{R_e^2} = \left(\frac{G M_e}{R_e^2} \right) m$$

Force on m due to earth at the surface

$$F_{m/Me} = mg$$

(Weight of the body)

$$[g = 9.8 \text{ m/s}^2]$$

Note

⇒ If 'g' is uniform then center of mass and center of gravity are same.

Acceleration due to gravity