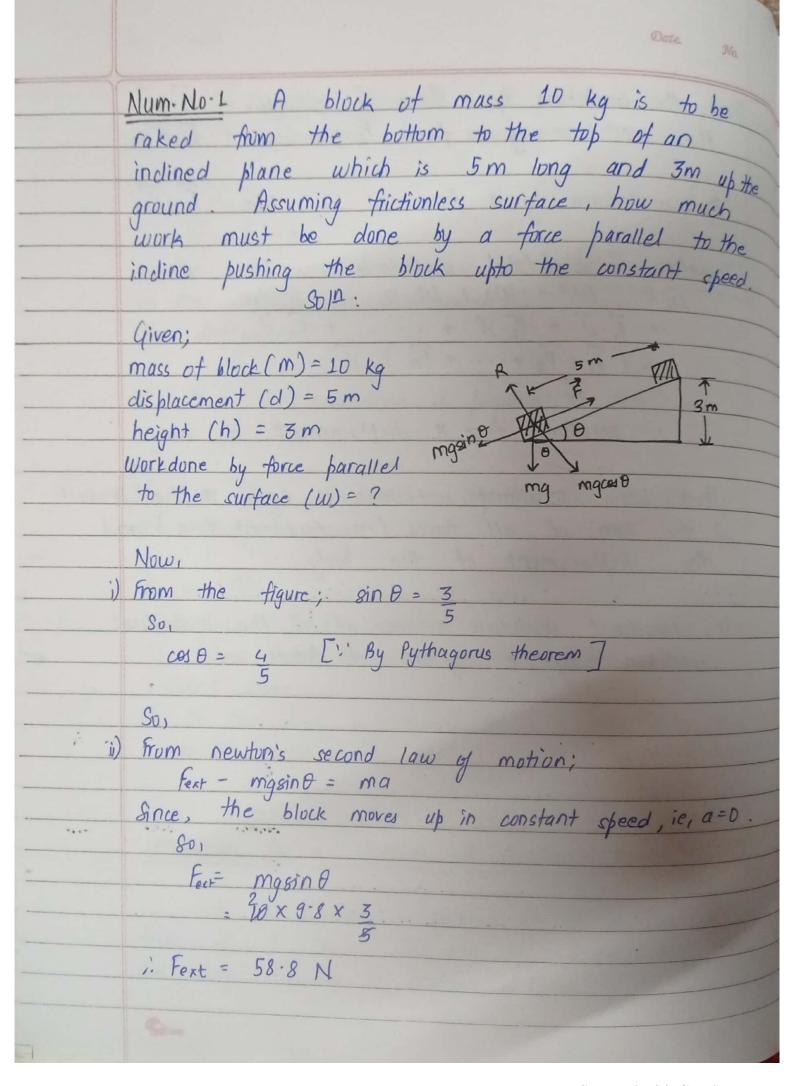
|      | Date. Na   |
|------|--|
|      | Chapter 1: Mechania:   |
|      | DYNAMICS OF SYSTEM OF PARTICLES  |
|      | A7 Concept on Vector:  vector consists of both magnitude and direction   |
|      | - Defn: vector states the exact position in co-ordinate states blane.  |
|      | ie, distance from X-, Y-, Z-axis.  Cg: $\hat{A} = A_{2}\hat{i} + A_{3}\hat{j} + A_{2}\hat{k}$  |
| (10) | X) Unit vector: $\hat{A} = \vec{A}$ vector $ \vec{A} $ its magnitude.  Along a-axis, $\hat{i}$ Along y-axis, $\hat{j}$ Along z-axis, $\hat{z}$   |
|      | Y) Scalar product: $\overrightarrow{A} \times \overrightarrow{A} \cdot \overrightarrow{B} = A - B \cdot cost \theta$ (Rojection y a vector called scalar product or dot product because on another)  product of two products is a scalar ie, solution doesn't have a vector. |
|      | $\vec{J} \cdot \vec{J} = 0$ $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}  (\text{commutative})  \vec{J} \cdot \vec{E} = 1$ $\vec{J} \cdot \vec{E} = 0$ $\vec{k} \cdot \vec{E} = 1$   |

x) Vector product:  $\vec{A} \times \vec{B} = A \cdot B - 8in \Theta(\vec{n})$  Unit vector giving direction also called cross-product. to plane containing A and B. it indicates area swept up by the rotational motion.  $\vec{A} \times \vec{B} = - \vec{B} \times \vec{A}$  ie,  $\vec{B} \times \vec{A} = A \cdot B \sin \theta (-\hat{n})$ for unit vectors;  $\hat{j} \times \hat{j} = \hat{k}$   $\hat{j} \times \hat{k} = \hat{i}$ (Note: initial hackground vector concept needed for Ch: L) Workdone By a Constant Force: SI unit: Joule

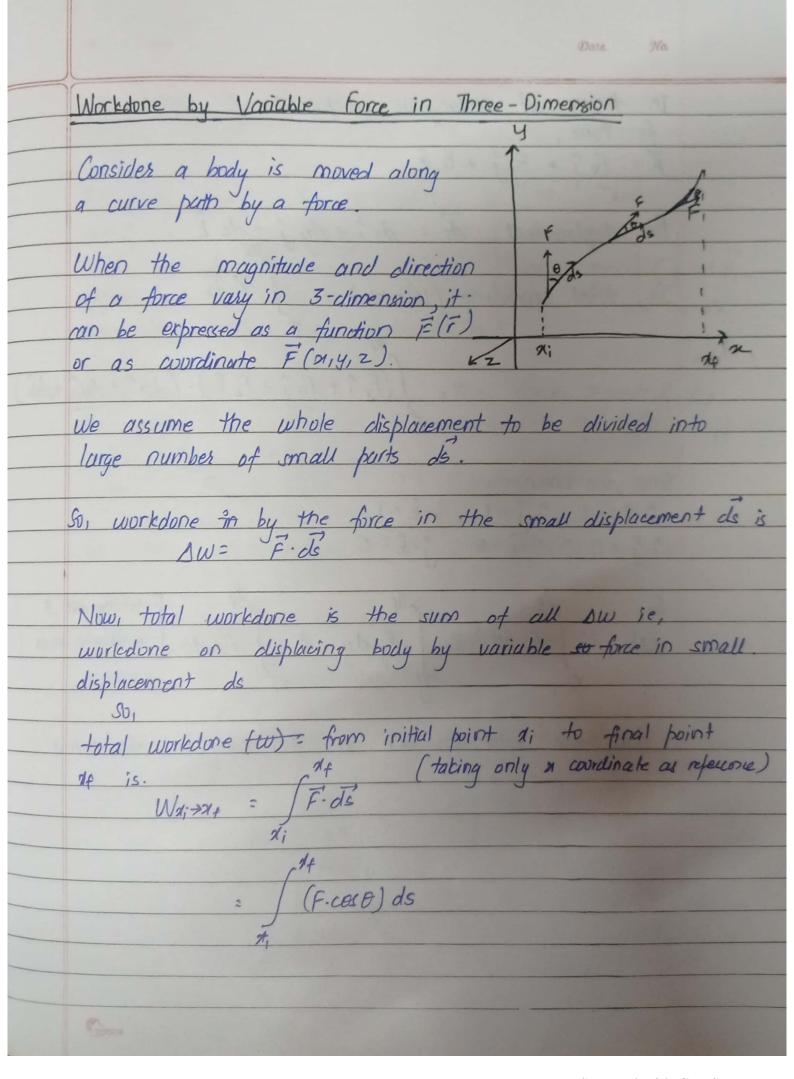
CGS unit: erg When a body moves through a distance (or displacement d) by a force F, then workdone Here, W= Fd ces 0° ie, applied force is in the same direction as the displacement So, workdone = Force x displacement.

|             | Oate. Na   |
|-------------|--|
| - device of | If the applied force is not in the same direction of the displacement, then workdone   |
|             | $W = \vec{F} \cdot \vec{d}$ $= (F \cos(\theta) \cdot d)$   |
|             | in the direction of displacement x  The displacement.  |
|             | If $0 < 11/2$ , workdone is positive ie, the body gains its K.E.   |
|             | If $\theta > \Pi/2$ , workdone is negative ie, the K-t-g the body decreases.   |
|             | If $\theta = \pi I_2$ , workdone is zero ( $w = 0$ ).  - Examples of no workdone:  i) When we push the wall and the wall doesn't more.  ii) If the body is moving in a circular path, then overall workdone is zero. |
|             | Workdone by a Number of Constant forces  Let us consider a system of 'n' number of the body displaces a certain distance 'd'   |

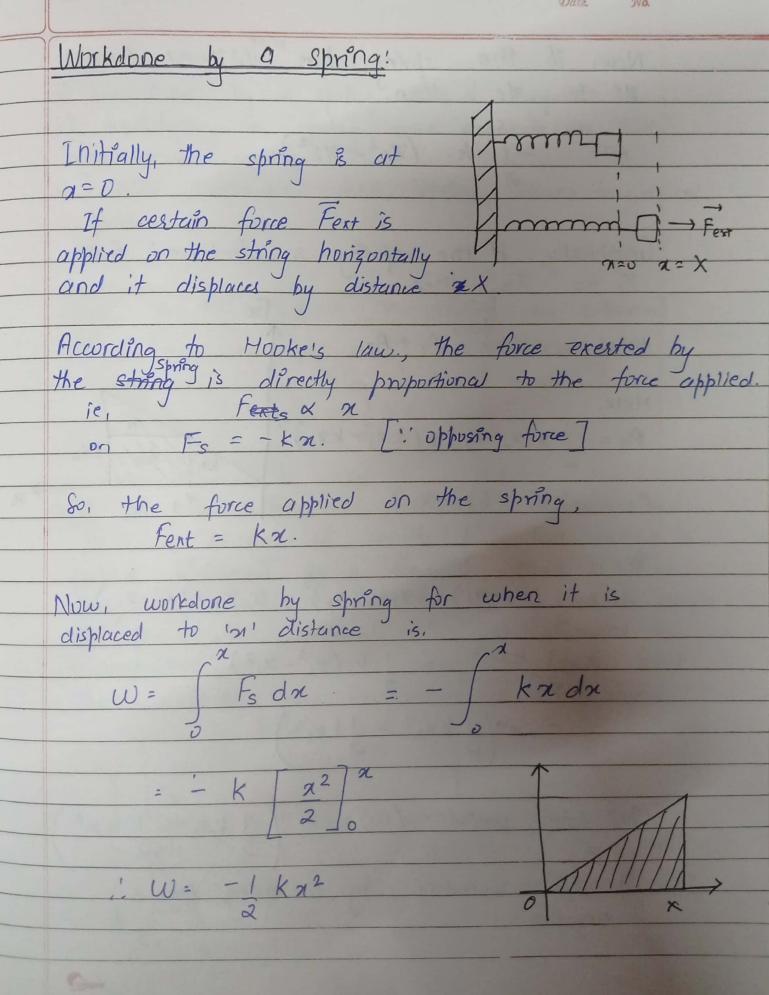


., DAI ..., DKn.

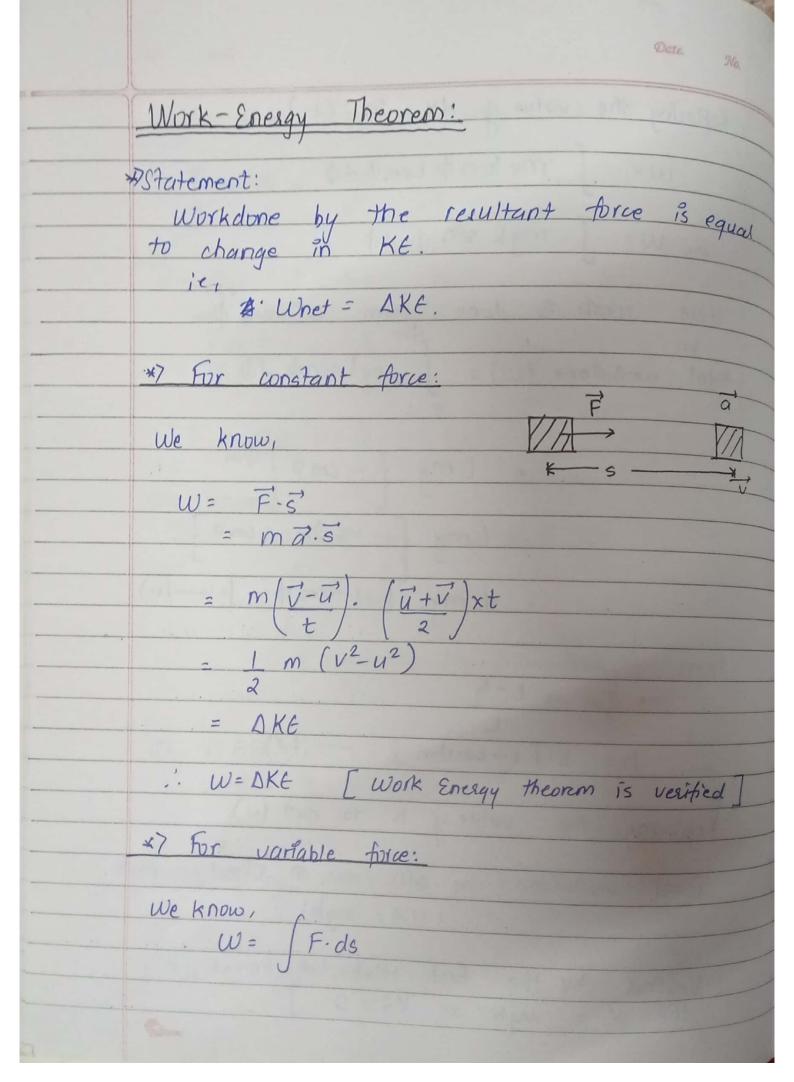
```
In the first step, f, is assumed to be constant workdone (.Dw.) = Fi - Dx,
  In the rewnd step, Fz is assumed to be constant
     : Workdone (\Delta W_2) = F_2 \cdot \Delta H_2
:
 In the ith step. Fi is assumed to be constant
      ! Workdone ( DW; ) = F; . DX;
  In the nth step, for is assumed to be constant
      : Workdone (DWn) = fn. Dxn.
  Now, the total workdone (W) = DW, + DW2 + -... + DW; +--... + DWn
        = fi . Ax1 + F2 . Ax2 + .... + Fj . Ax; + .... + Fn . Axn
   An exact roult can be obtained if each DX - D
   and the number of intervals tends to infinity (a)
   Now,
  the total workdone = lim Fi. AM, + lim Fz. AM2 + ---
                     U-KQ O-KQ
                     --- + 1im Fi-Da; + ---- + 1im Fo-Dan
               Dn → D Dx ¬D
               = lim & Fi. Da;
 The total workdone in one-d by the variable face is the i
                                                    mugnitude
of area into covered by the loop.
```



|   | Date. No.       |
|---|-----------------|
| In terms of rectangular components,  for Force, $\vec{F} = F_{x} \hat{i} + F_{y} \hat{j} + F_{z} \hat{k}$   |                 |
| For displacement, $ds = dx \hat{i} + dy \hat{j} + dz \hat{k}$   |                 |
| So, total workdone (Wat, +Mx) = $\vec{F} \cdot \vec{ds}$  |                 |
| $= \int (f_{\chi} \hat{i} + f_{y} \hat{j} + f_{z} \hat{k}).$  | (daî+dyj+dx)    |
| Since we know,<br>$\hat{j} \cdot \hat{j} = 1$ , $\hat{k} \cdot \hat{k} = 1$   |                 |
| $\widehat{J} = 0,  \widehat{J} = 0,  \widehat{J} = 0$ $S_{0},  \widehat{J} = 0,  \widehat{J} = 0$ $S_{0},  \widehat{J} = 0,  \widehat{J} = 0$ $S_{0},  \widehat{J} = 0,  \widehat{J} = 0$ | F: taking all 3 |
| $W = \int_{R} F_{n} dx + \int_{R} F_{y} dy + \int_{Z} F_{z} dz$   | coordinate axes |
| Thus, the total workdone in 3-d can be  | calculated      |
|   |                 |
|   |                 |
|   |                 |



|   | Octe | 9Va |
|---|------|-----|
| From free body diagram,   |      |     |
| $T\cos \phi = mg - (?)$ $T\sin \phi = F - (ii)$                                     |      |     |
| Dividing (i) from (ii),   |      |     |
| Tring F   |      |     |
| $F = mg \tan \phi - (iii)$  |      |     |
| We know,  Total woncdone by force $F$ is. $W = \int_{\Gamma} F \cdot dn$            |      |     |
| = Img tant da (iv)  |      |     |
| In $\triangle$ ARC, $\sin \psi = \frac{\pi}{2}$                                     |      |     |
| Differentiating both sides wirt $\varphi$ , $d\eta = L\cos\psi$ $d\eta = L\cos\psi$ |      |     |
|   |      |     |



Date No. = mads c mv.dv =  $\frac{1}{2}$ : W= AKE ( Work-energy theorem is verified \*7 Physical Significance: (i): From W.E. Theorem, we easily defined work and kinetic energy and derive relation using them
from Newton's 2<sup>nd</sup> law of motion.

(ii) It is used to calculate the workdone by
resultant force and calculating speed at that distance. \* Limitation: (i) Since it is derived from Newton's 2nd law of motion, it is only applicable on particles.

Hence, we consider whole object as a single
particle it all of its object particles behave like
particles. (ii) Direction of velocity cannot be determined.

|       | Q.3: A hody of mass 4.5 gm is dropped from rest at height 10.5 m whove earth's surface. Neglecting air resistance, what will be its speed just it strikes the ground. | betwee |
|-------|---|--------|
|       | Civen;  mass $(m) = 4.5 \text{ gm} = 4.5 \times 10^{-3} \text{ kg}$ .  height $(h) = 10.5 \text{ m}$ .  instial velocity $(u) = 0 \text{ m/s}$ .                      |        |
|       | According to work-energy theorem;  Whet = AKE   |        |
|       | or, $mgh = \frac{1}{2}mv^2 - \frac{1}{2}mu^2$   |        |
|       | or, $phgh = 1 phv^2$ [:' $u=0$ ]  on $v=\sqrt{2gh}$   |        |
|       | on $V = \sqrt{2} \times 9.8 \times 10.5 = 14.34 \text{ m/s}.$   |        |
|       | The speed just before striking the ground's   |        |
| - A15 |   |        |
|       |   |        |

A.4: A block of mass 3.63 kg slides on a honzontal frictionless table with speed v= 1.22 m/s It is brought to rest in compressing a stringspring. In its path. By how much is the spring compressed if total workdone spring constant is 135 N/m? Given, mass (An)= 3-63 kg initialspeed (u) = 1-22 m/s final velocity (v) = b spring wonstrant (K) = 135 N/m. According to work- Energy theorem;  $\frac{01}{2} - \frac{1}{2} k n^2 = \frac{1}{2} m v^2 - \frac{1}{2} m u^2$ or, tykn2 = tymu2 [: v=0, howard to  $\chi = \int m u^2 = \int 3.63 \times (1.22)^2$ 1 2 = 0.20 m The spring gets compressed by 0.20 m

|   | Date. 210  |
|---|--|
|   | (b). Elastic) spring force.  |
|   | Here,  Workdone to take  body from initial to final position (a) = 1 k(xx2-x1)                       |
| - | Workdone to take body from  final to initial position $(b) = 1 k (\pi_1^2 - \pi_1^2)$                |
|   | $= -1 \times (M_{1}^{2} - M_{1}^{2})$ Total workdone (Wnet) = a + b $= 0  ie_{1}  conservative$      |
|   | (*): Example of Non-consessuative force:  a) Enous; We know; Workdone by frictional force (w) = -fd. |
|   | Here, Workdone from B to A = (1)  Workdone from B to A = (1)  Workdone from B to A = (1)             |
|   | (WBA) = -fd.   |