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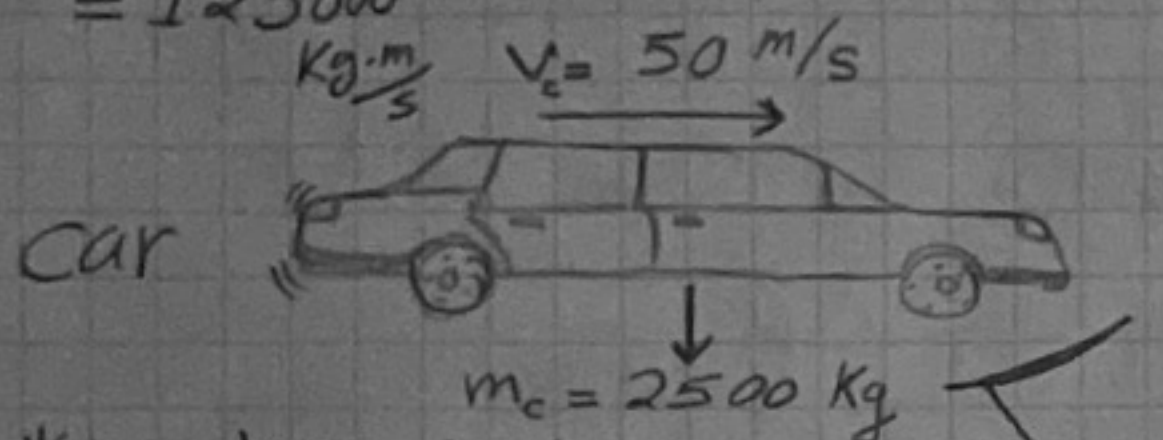
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Module-05 project

rough draft

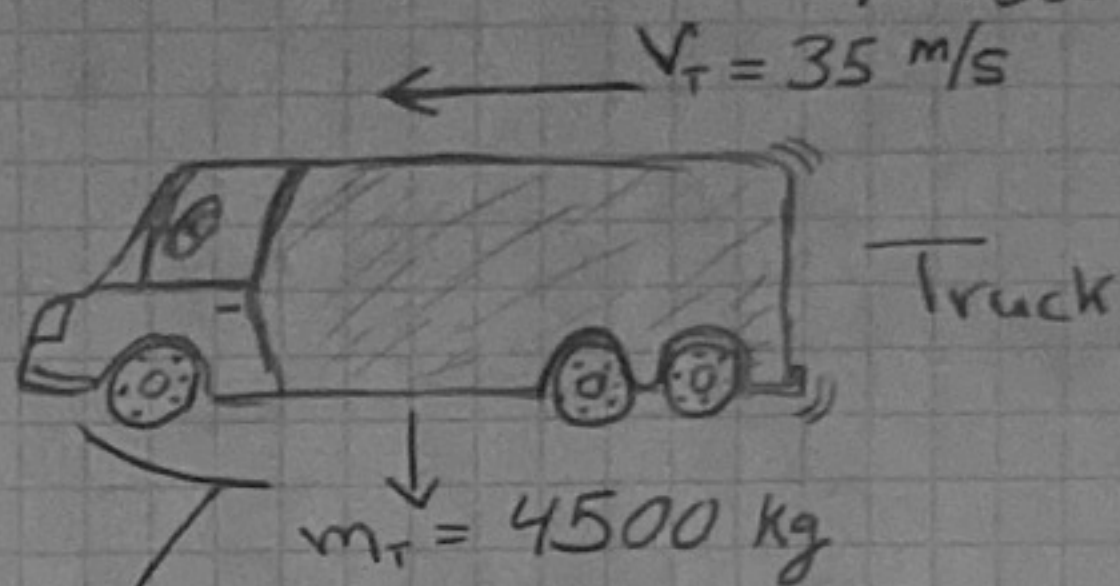
Impulse and momentum

$$\begin{aligned}\vec{p} &= m\vec{v} \\ &= (2500)(50) \\ &= 125000 \\ &\text{Kg}\cdot\frac{\text{m}}{\text{s}}\end{aligned}$$



* We have object with mass and velocity are moving, so it has momentum.

$$\begin{aligned}\vec{p} &= m\vec{v} \\ &= (4500)(35) \\ &= 157500 \text{ Kg}\cdot\frac{\text{m}}{\text{s}}\end{aligned}$$



(both car and Truck in motion)



* we have a collision so, this impact will effect a change to the momentum of both object with is called a Impulse.

* we notice here more damage on the car more than the truck, and this mean we have more momentum in the truck do to the more in mass.

* what's happen here is change in the momentum of both object. And from here we consider NEWTON, 2nd law:

$$F_{\text{net}} = ma \rightarrow a = \frac{\Delta v}{t} \rightarrow F_{\text{net}} = m \cdot \frac{\Delta v}{t}$$

$$F_{\text{net}} = \frac{m\Delta v}{t}, \text{ since } m\Delta v = \vec{p}$$

we have:

$$F_{\text{net}}(t) = \Delta \vec{p} = \text{Impulse}$$

(I) \leftarrow Impulse = $\Delta \vec{p} = \vec{F}_{\text{net}} \cdot t$ \swarrow time
and that's mean we can have for the same amount
of $\Delta \vec{p}$ different \vec{F}_{net} and different t .

Then, in an accident cars experience a $\Delta \vec{p}$ in
very small time, which we call it Impulse.

but if we try to change the time in $\Delta \vec{p}$
we can increase or decrease $\Delta \vec{p}$.

for example if we change in car design to
make the body survive accident will take longer
time till we reach the passengers which may
save their life.

$$\Delta \vec{p} = \vec{F}_{\text{net}} \cdot t \uparrow \Rightarrow \text{smaller } \Delta \vec{p} = \text{smaller (I)}$$

$$\text{and } \Delta \vec{p} = \vec{F}_{\text{net}} \cdot t \downarrow \Rightarrow \text{bigger } \Delta \vec{p} = \text{bigger (I)}$$