

## PHYS101 Tutorial 3 – PHYS101-21S2

These questions are to be started in your tutorial session and the answers to be submitted post-tutorial via LEARN.

1. There are two vectors  $A = 4\hat{i} + 6\hat{j} - 12\hat{k}$  and  $B = -3\hat{i} + 5\hat{j} + 7\hat{k}$ . Determine the following:

a)  $A + B$

b)  $A \cdot B$

c)  $A \times B$

d)  $B \times A$

2. A tumbleweed is sliding through the desert without rolling due to kinetic energy imparted from the wind. The wind stops blowing and the tumbleweed is measured to be traveling at a velocity of 20 m/s. It is measured again after traveling 50m and found to be traveling at 10 m/s. Determine the coefficient of friction of the desert floor.

3. A stunt team is setting up to shoot an action scene with a car rolling down a hill. The car weighs 1000 kg and is sitting at rest atop a 50-meter high hill. You can assume the hill is frictionless.

A) When the cars brakes are released and it is left to roll down the hill, what speed does the car reach by the bottom of the hill?

B) A massive spring system is designed to bring the car to rest. The location of filming means that this system must be displaced by a maximum of 0.5 m to safely stop the car. Calculate the minimum spring coefficient required to do this.

4. Two balls of equal mass collide and then bounce off in different directions. These balls have the initial velocities  $v_{1,i} = 4\hat{i} + 7\hat{j}$  and  $v_{2,i} = -11\hat{i} + 3\hat{j}$ . If one of the balls leaves with the velocity  $v_{1,f} = -6\hat{i} + 9\hat{j}$ , determine the final velocity of the other ball? Additionally, determine the impulse from this collision.

Optional Challenge question: Determine the angle between the velocity vectors before and after the collision. Is it possible to use this information to determine if the collision is elastic?

$$v_{1,i} + v_{2,i} = v_{1,f} + v_{2,f}$$

$$4\hat{i} + 7\hat{j} + 3\hat{j} - 11\hat{i} = -6\hat{i} + 9\hat{j} + x\hat{i} + y\hat{j}$$

$$-1\hat{i} - 1\hat{j} = x\hat{i} + y\hat{j} = v_{2,f}$$