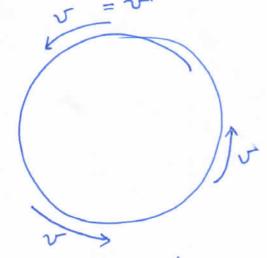
QUICK RECALL OF PREVIOUS CLASS

MOTION CIRCULAR

UNIFORM CIRCULAR MOTION

Speed of the body is constant

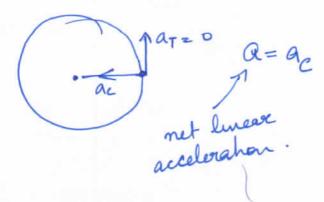


1) Speed = worst

2) . Speed of const targential acceleration.

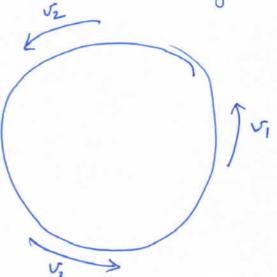
(at direction is tangential)

3) $g_c = \frac{v^2}{v}$ (ac disection at any point is towards centripetal magnified the center of circle) acceleration = const (:visconst)



NON UNIFORM CIRCULAR MOTION

Speed is changing



1) speed is changing

2) aT + 0

3) $a_c = \frac{\sqrt{2}}{2}$ (.. speed is changing. magnitude of ac is changing at each and every point)

dt of angular displacement

= angular acceleration

=
$$\frac{d\vec{w}}{dt} = rate of change$$
 $\frac{d\vec{v}}{dt} = rate of change$

velocity

 $\vec{v} = \vec{v}$

$$\overrightarrow{\partial} = \frac{\chi}{\gamma}. \qquad \overrightarrow{w} = \frac{\chi}{\gamma}.$$
UNIFORM
$$a_{T} = 0$$

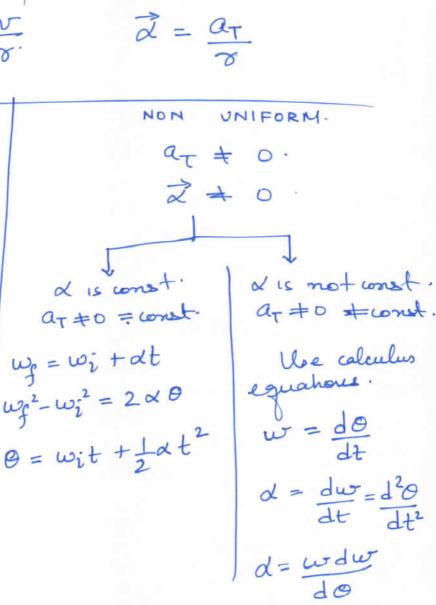
$$\overrightarrow{\lambda} = 0$$

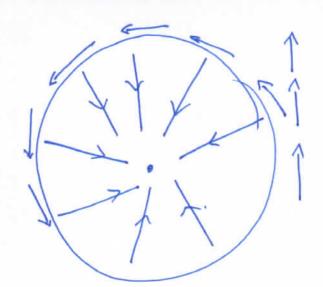
UNIFORM
$$a_{T} = 0$$

$$\vec{x} = 0$$

$$\vec{w} = \omega_{T} = \frac{v}{v}$$

$$\theta = wt$$





$$a_c = \frac{v^2}{v}.$$

$$F_c = ma_c = \frac{mv^2}{v}.$$

Force causing the virtualize motion is called the centripetal Force denoted by Fc the centripetal Force for below eases. What Force acts as centripetal Force for below eases.

1) If we whish a stone with the help of the a cope (Tension in the rope)

2) Caref moving along a viriale track

$$\frac{1}{f} = \frac{1}{m^2}$$

$$= \frac{1}{g} = \frac{1}{g} = \frac{1}{g}$$

$$= \frac{1}{g} = \frac{1}{g}$$

A pseudo force named as centrifugal force is applied on body doing circular mohon to elemenate the effect of centripetal force causing the more circular mohon.

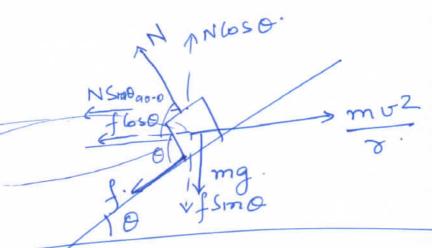
direction of the centrifugal force is away from the center of con circular motion and in the line joining the icenter & the body. f = mu2 (UN) = m Viax VMAX = \ \ m = /2 Mayo maximum velouty at which body can do ra dius of WMAX = Morga Currular mohon of WMAX = Morga If V & VMAX then body can complete circular motion. to increase VMAX. => Solution is to radius of circular motion.

Suppose foichon effect is negligible Is it possible to comp do circular NLOSO. motion? NSINO = muz N loso = mang Tog Jano = UZ V= V rg tamo easier

Case where frichon is not neglibible

f object is bending while doing circular
motion

BANKED ROAD



$$\int_{N} N \log \alpha = mg + \int_{N} m\alpha$$

$$\int_{R} mu^{2} = N \sin \alpha + \int_{N} \log \alpha$$

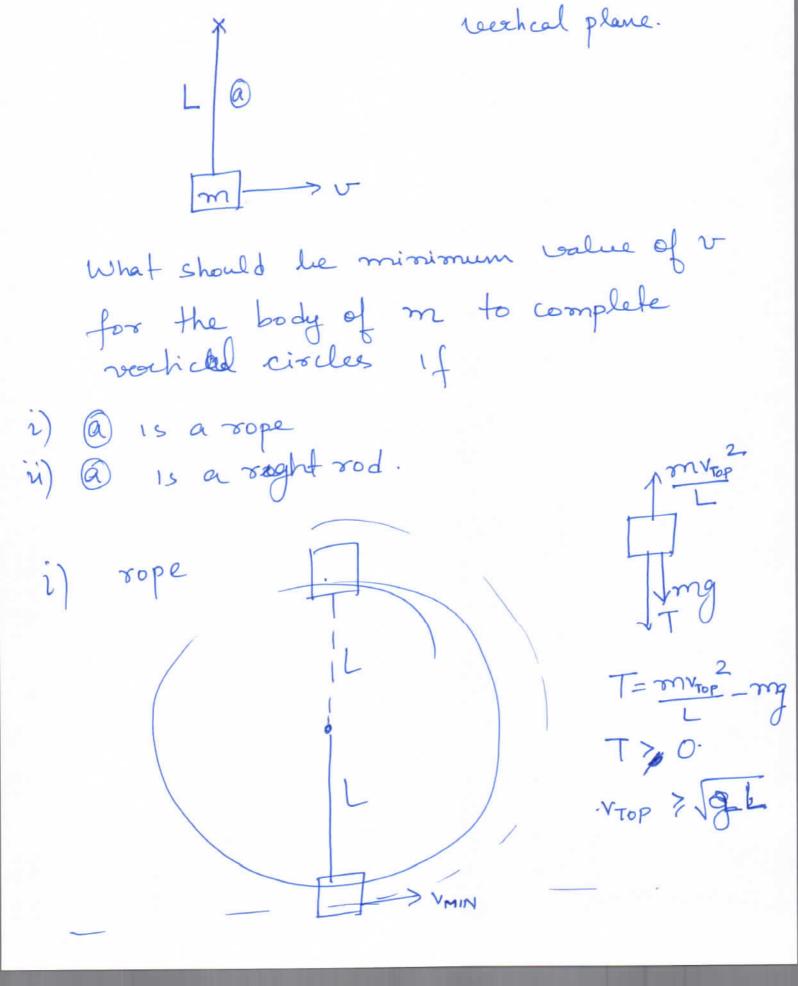
$$\int_{N} N \log \alpha = mg + U N \sin \alpha$$

$$\int_{N} N (\log \alpha - U \sin \alpha) = mg$$

$$\int_{R} mv_{mx}^{2} = N \sin \alpha + U N \log \alpha$$

$$\int_{R} mv_{mx}^{2} = N (\sin \alpha + U \log \alpha)$$

$$\int_{R} mv_{mx}^{2} = N (\sin \alpha + U \log \alpha)$$



$$0 + \frac{1}{2} m v_{HIN}^{2} = mg(2L) + \frac{1}{2} m (gL)^{2}$$

$$\frac{1}{2} m v_{MIN}^{2} = 2 m g (2L) + \frac{1}{2} m (gL)^{2}$$

$$v_{MIN}^{2} = 5 g L$$

$$v_{MIN} = \sqrt{5} g L$$

$$\frac{1}{2} m v_{MIN}^{2} = mg(2L) + \frac{1}{2} m (0)^{2}$$

$$\frac{1}{2} m v_{\text{MIN}}^2 = mg(2L) + \frac{1}{2} m(0)^2$$

$$v_{\text{MIN}} = \sqrt{4gL}$$