## Dynamics

### Linear Momentum:

(a) 
$$p = p_1 + p_2 = m_1 v_1 + m_4 v_2 \rightarrow T_{WS}$$
 particles

$$3) p = \sum m_i v_i - n - pastrictes$$

$$\sum_{\text{COM}} = \sum_{\text{M_1}, \text{M_2}, \text{LM_2}, \text{M_3}} \frac{1}{M_1 + M_2 + M_3} = \sum_{\text{M_1}, \text{M_2}} \frac{1}{M_2}$$

# Dynamics of System of Pastricles Rigid body is external home

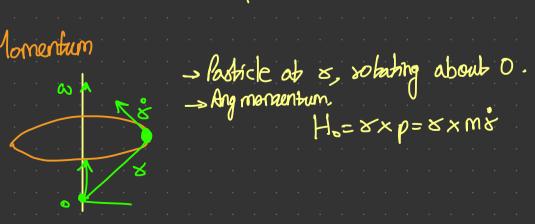
$$\dot{\rho} = \sum_{i} M_{i} \frac{d^{2} s_{i}}{d t^{2}} = \sum_{i} \left( f_{i} + \sum_{i} e_{ij} \right)$$

$$\sum e_{ij} = 0 \implies \hat{p} = \sum f_i$$

Pate of change of LM=Seum of external boxces

$$\hat{p} = Ma_{com} = \sum_{i} f_{i}$$

### Angulas Momentum



#### Newton's Law:

$$F=ma$$

$$F=m\frac{dv}{dt}=\frac{dp}{dt}$$

$$= m\ddot{s} + m\ddot{s}$$

$$= p$$

$$F=\rho$$

Inestia Tensor

#### Total momentum:

$$H_0 = \sum s_i \times p_i = \sum s_i \times m s_i$$

$$= \sum s_i \times m_i(\omega \times s_i)$$

$$= \sum m_i s_i \times (-s_i \times \omega)$$

$$= \sum -m_i \left[ s_i \right] \left[ s_i \right] \omega$$

 $H = \sum -m_{i} \hat{s}_{i} \hat{s}_{i} \omega$ 

Fox continous distribution

$$M = \rho dv$$
 $H = \left( \int_{V} -p \hat{s}_{i}^{2} \hat{s}_{i} dv \right) d\omega \implies H = I\omega$ 

If object is massive, mose Mestia - > If mose massive object that mose mestion

greater its seristance to

Mass conc. near axis, less inestal
Mass conc about axis, more inestia