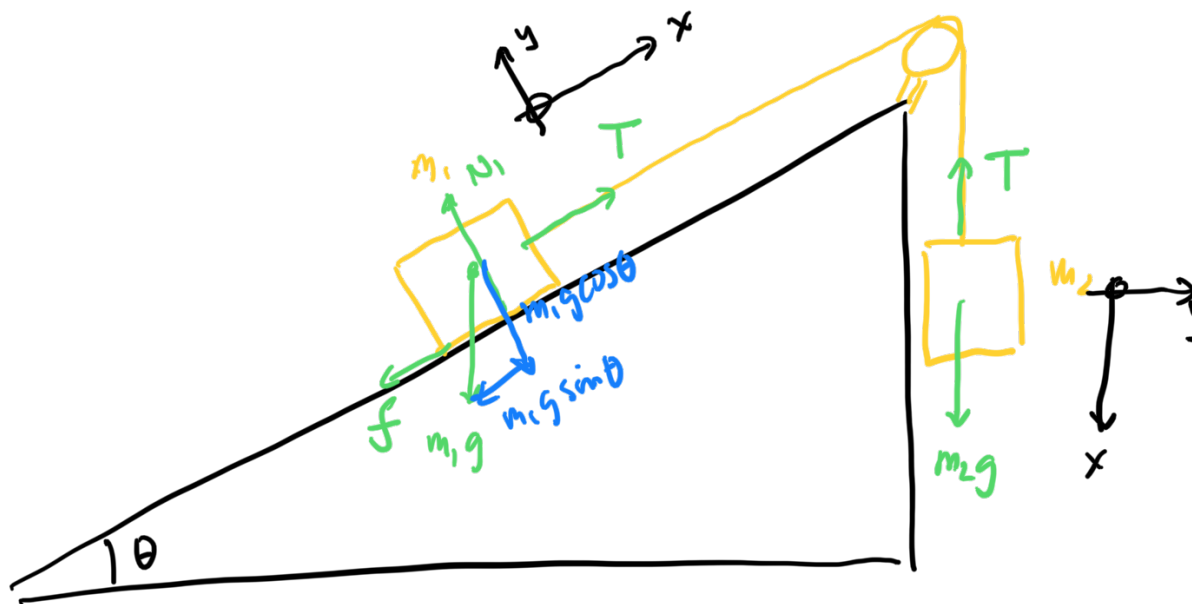


## Two Blocks with Friction.



$$N_1 - m_1 g \cos \theta = m_1 a_{1y} = 0$$

$$T \mp f - m_1 g \sin \theta = m_1 a_{1x}$$

$$m_2 g - T = m_2 a_{2x}$$

( - = right  
+ = left

$$N_1 \mp m_1 g \cos \theta \Rightarrow f = \mu m_1 g \cos \theta$$

$$+ \quad \begin{aligned} T + \mu m_1 g \cos \theta - m_1 g \sin \theta &= m_1 a \\ m_2 g - T &= m_2 a \end{aligned}$$

$$\left( \frac{m_2 + \mu m_1 \cos \theta - m_1 \sin \theta}{m_1 + m_2} \right) g = a$$

$$\mu_s^{\max} : \quad a = \left( \frac{m_2 + \mu_s^{\max} m_1 \cos \theta - m_1 \sin \theta}{m_1 + m_2} \right) g$$

If  $a_- > 0$  and  $a_+ < 0$  :  
then Motion!

---

① input from user :

i.i normalized character ✓

Q1) around text character ✓

② Create output string.



---

Programming languages.

① variables. ← nouns

② loops

③ if... then --- else

④ classes/objects.

⑤ methods / functions ← verbs

run

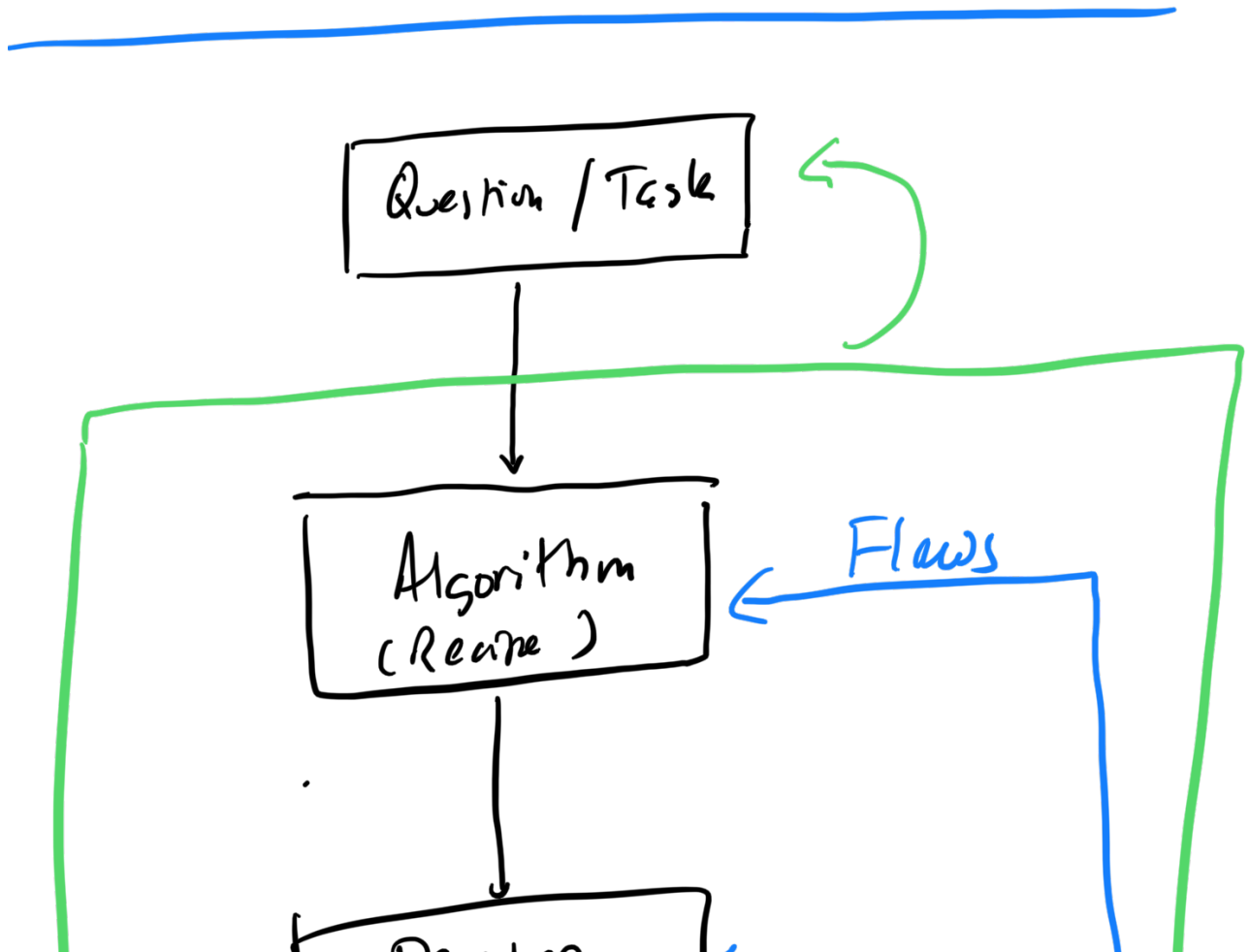
→ grammar

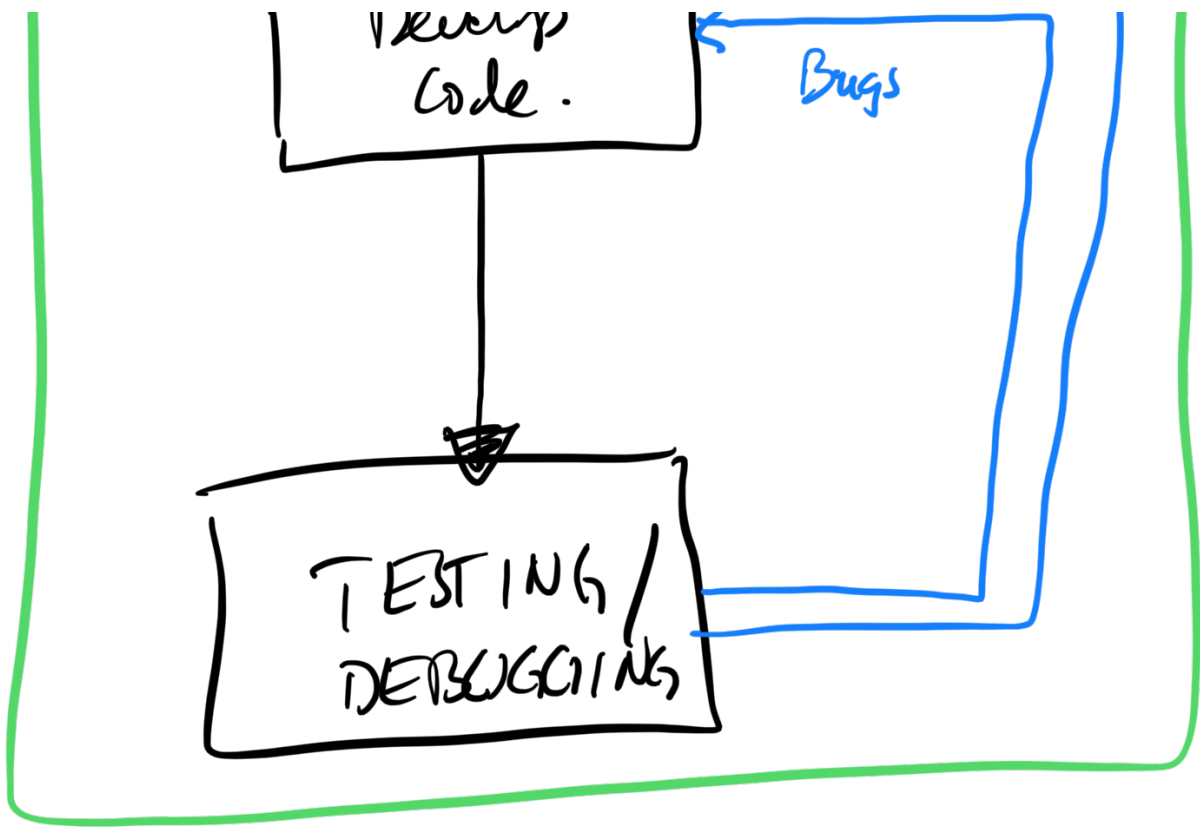
SYNTAX

↳ spelling  
↳ alphabet

$a = c + d + e$

$a = c + d + e$





'Enter a decimal integer: ' └─┘

└─┘ in binary is └──────────┘ ✓

- ① get the decimal integer
- ② use string formatting to

↩ out put the # on  
decimal and binary.

## Data Types.

integer

(ex. 3, -1, ...)

float

(ex. 2.35, 6.92)

character

(ex. 'a')

string

(ex. 'girl', 'boy')

Python → dynamically typed)

decimal = input('\_\_\_\_\_')

↑  
String !

'10'

① '10'  $\rightarrow$  10

int('10') = 10

format(int(decimal))

'{0:b}'

binary  $\rightarrow$  string

---

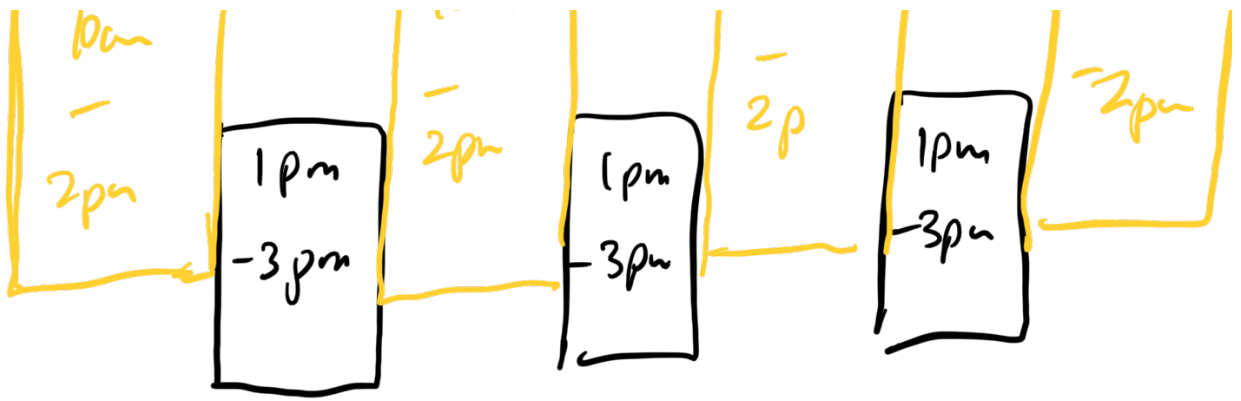
S M T W T F S

100m

106m

104m

102m



12:30 pm - 2 pm T/Th