PHY2048 5PM Exam 3

Fall 2019

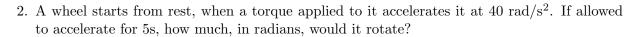
Prof. Douglas H. Laurence

Abstract

This exam consists of xx multiple choice questions. You must record your answers on a Scantron sheet. Don't record your answers on this print-out; I will not accept it as a submission. Fill out the Scantron sheet in with a pencil, not a pen. Don't forget to include your name, the course, and exam number on the Scantron sheet.

1.	A wheel starts from rest, when a torque applied to it accelerates it at 40 rad/s^2 .	If allowed
	to accelerate for 5s, how fast would the wheel be spinning?	

- (a) 8 rad/s
- (b) 40 rad/s
- (c) 200 rad/s
- (d) 500 rad/s



- (a) 100 rad
- (b) 200 rad
- (c) 500 rad
- (d) 1500 rad

3. A car has wheels with a radius of 20cm. If the car is initially driving at 25 m/s, what angular acceleration would be required to stop the car within 75m?

- (a) -0.8 rad/s^2
- (b) -4.2 rad/s^2
- (c) -10.5 rad/s^2
- (d) -20.8 rad/s^2

4. A force, under any circumstance, will produce a torque.

- (a) True
- (b) False

- 5. A hollow sphere, a solid cylinder, and a hollow cylinder are all released from rest at the top of a ramp. Which object reaches the bottom of the ramp first?
 - (a) The hollow sphere
 - (b) The solid cylinder
 - (c) The hollow cylinder
 - (d) They all reach the bottom of the ramp at the same time
- 6. A hollow sphere, a solid cylinder, and a hollow cylinder are all released from rest at the top of a ramp. Which object has the greatest speed at the bottom of the ramp?
 - (a) The hollow sphere
 - (b) The solid cylinder
 - (c) The hollow cylinder
 - (d) They all reach the bottom of the ramp at the same time
- 7. What is the formula for the moment of inertia of a hollow cylinder rotating about an axis at its edge?
 - (a) $I = \frac{1}{2}MR^2$
 - (b) $I = MR^2$
 - (c) $I = \frac{3}{2}MR^2$
 - (d) $I = 2MR^2$
- 8. A meter stick is held such that it rotates at its end. If the meter stick has a mass of 100g, how much torque does gravity produce?
 - (a) 0 Nm
 - (b) 0.5 Nm
 - (c) 0.75 Nm
 - (d) 1 Nm
- 9. A wheel is placed at the top of an incline. What force acting on the wheel produces the torque responsible for rolling the wheel down the incline? *Hint: think about which point on the wheel acts as the axis when the wheel is rolling.*
 - (a) Gravity
 - (b) Static friction
 - (c) Kinetic friction
 - (d) The normal force
- 10. An ice skater with her hands pulled in towards her body is going to have a smaller moment of inertia than with her hands outstretched.
 - (a) True
 - (b) False

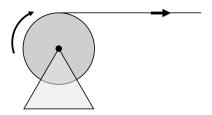


Figure 1: Problems 11 - 12

- 11. A 2.3kg solid cylinder, with a radius of 15cm, is pulled horizontally by a string with a force of 20N, as shown in the figure above. What is the net torque on the wheel?
 - (a) 1.5 Nm
 - (b) 3 Nm
 - (c) 20 Nm
 - (d) 133 Nm
- 12. A 2.3kg solid cylinder, with a radius of 15cm, is pulled horizontally by a string with a force of 20N, as shown in the figure above. What is the angular acceleration of the cylinder?
 - (a) 5.8 rad/s^2
 - (b) 17.39 rad/s^2
 - (c) 38.6 rad/s^2
 - (d) 115.8 rad/s^2

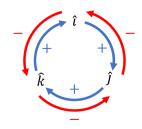
FORMULA SHEET

• Vectors:

$$\vec{A} \cdot \vec{B} = AB \cos \theta$$

$$= A_x B_x + A_y B_y + A_z B_z$$

$$|\vec{A} \times \vec{B}| = AB \sin \theta$$



• Kinematics:

$$g = 10 \text{ m/s}^2$$

$$\vec{v}_{av} = \frac{\Delta \vec{x}}{\Delta t}; \quad \vec{v}(t) = \frac{d\vec{x}}{dt}$$

$$\vec{a}_{av} = \frac{\Delta \vec{v}}{\Delta t}; \quad \vec{a}(t) = \frac{d\vec{v}}{dt}$$

$$\Delta x = v_0 t + \frac{1}{2} a t^2$$

$$v = v_0 + a t$$

$$v^2 = v_0^2 + 2a \Delta x$$

• Circular motion:

$$a_c = \frac{v^2}{r} = \omega^2 r$$

$$v = \omega r$$

$$\omega = \frac{2\pi}{T}$$

• Forces:

$$\sum \vec{F} = m\vec{a}$$

$$W = mg$$

$$F_{\rm sp} = kx$$

$$f_{\rm s,max} = \mu_s N$$

$$f_{\rm k} = \mu_k N$$

• Work & Energy:

$$W = \vec{F} \cdot \Delta \vec{x}$$
 or $W = \int \vec{F} \cdot d\vec{s}$
$$W_{\rm tot} = \Delta K$$

$$W_{\rm cons} = -\Delta U$$

$$K = \frac{1}{2} m v^2$$

$$U_{\rm g} = mgy$$

$$U_{\rm sp} = \frac{1}{2} k x^2$$

$$K_i + U_i + W_{nc} = K_f + U_f$$
 (general energy equation)

• Momentum & Collisions:

$$\vec{p} = m\vec{v}$$

$$J = \Delta \vec{p} = \int \vec{F} dt \quad \text{(impulse)}$$

$$\sum \vec{F} = \frac{d\vec{p}}{dt} \quad \text{or} \quad \sum \vec{F}_{av} = \frac{\Delta \vec{p}}{\Delta t}$$

$$m_1 \vec{v}_{1i} + m_2 \vec{v}_{2i} = m_1 \vec{v}_{1f} + m_2 \vec{v}_{2f}$$

$$m_1 \vec{v}_{1i} + m_2 \vec{v}_{2i} = (m_1 + m_2) \vec{v}_f \quad \text{(when objects stick together)}$$

$$\vec{v}_{1i} + \vec{v}_{1f} = \vec{v}_{2i} + \vec{v}_{2f} \quad \text{(elastic collisions)}$$

• Rotational Kinematics

$$\Delta\theta = \omega_0 t + \frac{1}{2}\alpha t^2$$

$$\omega = \omega_0 + \alpha t$$

$$\omega^2 = \omega_0^2 + 2\alpha \Delta\theta$$

$$s = r\theta$$

$$v = r\omega$$

$$a = r\alpha$$

• Torque and Rotational Dynamics

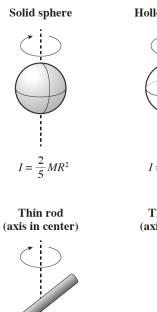
$$\tau = rF \sin \theta$$

$$\sum \tau = I\alpha \quad \text{or} \quad \sum \tau = \frac{dL}{dt}$$

$$K_{rot} = \frac{1}{2}I\omega^2$$

$$I = \int r^2 dm$$

$$I_{new} = I_{cm} + md^2$$



 $I = \frac{1}{12}ML^2$

