Chapter 3 - Momentum + Aughder Momentum Recall: p=mv ZFn=p $P = \vec{p}_1 + \vec{p}_2 + \vec{p}_3 \dots = \sum \vec{p}_n$ P = Fext Fext = 0 P=0 Pi = Pf Conservation of Momentum If two dijects, really 2 equations Pri + Pri = Prf + Prf

 $M\vec{V}_{11} + M_2\vec{V}_{21} = M_1\vec{V}_{11} + M_2\vec{V}_{21}$

If collision is perfectly inelastic S stick together $M_1 \overrightarrow{\nabla}_{ii} + M_2 \overrightarrow{\nabla}_{2i} = M_1 \overrightarrow{\nabla}_{f} + M_2 \overrightarrow{\nabla}_{f}$ $= (M_1 + M_2) \overrightarrow{V}_{f}$ maes add two equations! $\overrightarrow{V}_{f} = \frac{\overrightarrow{M_{i}V_{ii}} + \overrightarrow{M_{z}V_{zi}}}{\overrightarrow{M_{i}} + \overrightarrow{M_{z}}}$

Round 1

$$P_{i} = 0 = P_{f} = P_{NE} + P_{bell}$$

$$0 = (75 k_{3} + 99(0.5k_{9}) V + (0.5k_{5})(-15m_{/s})$$

$$124.5k_{8}$$

$$0 = 124.5 V - 7.5 k_{5}m_{5}$$

$$V = \frac{7.5 k_{8}m_{/s}}{124.5 k_{8}} = 0.0602 m_{/s}$$

Kam J Z $V' = V_{icc} - V_{s'}$ -15m/3 = Vin - 0.0602m/3 -15+0.06 = Via = - 14.94 mg TP = Pc $(124.5)(0.0602 \text{m/s}) + 0.5(-15) = 124 \cdot \text{V} + 0.5(-15) + 0.5(-14.94)$ -0.5(-15-1494)=124. $V = \frac{-0.5(-15 - 14.94)}{124} = \frac{-0.5(-15 - 15 + 0.0602)}{124}$ (m+Dm)(V+DV)=mV+DmV+mDv+JmJv DPme = APhal = 0.1207m/s 124.5 (0.0602) - 124v = 0.5(-14.94) but we need a perton to do this numerically - this wany is not giving that away $V = \frac{-0.5(-15 - 14.94)}{124} = \underbrace{0.5(15 + 14.94)}_{124}$ 0.5(1494) IGNORE THESE NOTES, REMINISTON 0.0602410 0.0602496 AT WORL 0.5 (14.94) ? 0.5(15)

$$P_i = 0 = P_f = P_{NE} + P_{bell}$$

$$0 = (75 k_1 + 99(0.5k_2) V + (0.5k_5)(-15\%)$$

$$124.5k_5$$

$$V = \frac{7.5 \, \text{kg/s}}{124.5 \, \text{kg}} = 0.0602 \, \text{m/s}$$

$$P_i^{1}$$

$$0 = 124.0.V + 0.5(-15)$$

$$V = \frac{0.5(15)}{124} = 0.06048 \, \text{m/s}$$

$$\frac{0.5(15-0.602)}{124} = \frac{0.5(15)}{124} = \frac{0.5(15)}{124.5} = \frac{0.5(15)}{124.5}$$

$$\frac{1}{124} = \frac{0.5}{124.5} = \frac{1}{124.5}$$

Round 3 Redux - my frame
$$\frac{P_i^{11}}{D} = 123.5 \text{ V} + 0.5(-15)$$

$$V = \frac{0.5(15)}{123.5} = 0.0607 \text{ m/s}$$
0.18

Cheneralize

$$\frac{dV}{dV} = \frac{dP_{ex}}{M_o} \frac{V_{ariable}}{V_{ex}} \frac{dV_{ex}}{M_o} = \frac{dV_{ex}}{M_o} \frac{dV_{e$$

$$V_{V_i}^{V_f} = V_{ex} \ln(m) \left| \frac{m_o}{m_o + m_f} \right|$$

$$V_f - V_i = V_{ex} \left[ln(m_o) - ln(m_o + m_f) \right]$$

$$V_f = V_{ex} \ln\left(\frac{m_o}{m_o + m_c}\right) + V_i$$

$$V_f = V_{ex} ln \left(\frac{M_b}{M_0 + M_f} \right) + V_i$$

$$\frac{1}{2} V(t) = V_{ex} ln \left(\frac{m(t)}{m_0 + m_f} \right) + V_i$$

$$V(t) = V_{dx} \ln \left(\frac{m(t)}{m_1 + m_1} \right) + V_0$$

$$O = +15 \ln \left(\frac{m_0}{m_0 + 0.5 n} \right) + 10$$

$$= -10 = +15 \ln \left(\frac{m_0}{m_0 + 0.5 n} \right)$$

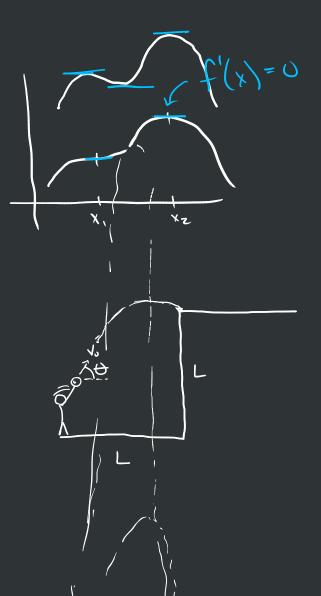
$$\frac{-10}{+15} = \ln \left(\frac{m_0}{m_0 + 0.5 n} \right)$$

$$e^{-\frac{10}{15}} = \frac{m_0}{m_0 + 0.5 n}$$

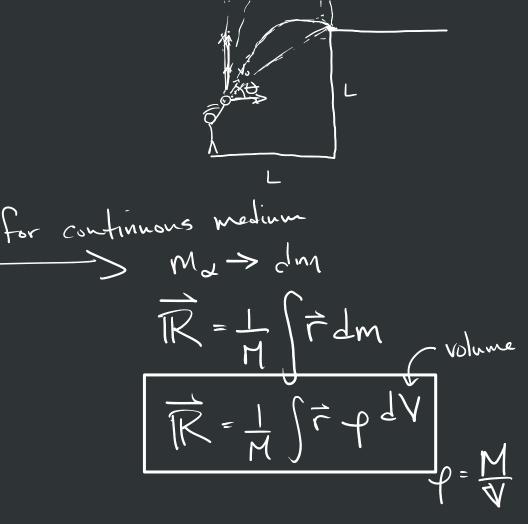
$$M_0 + 0.5 n = m_0 e^{-\frac{10}{15}}$$

$$M_0 = 75 k_0$$

$$M_0 = 7$$



P=MR



Angular Momentum - conserved and both & F quantity $\vec{L} = \vec{r} \times \vec{p} \qquad |\vec{L}| = |\vec{r}||\vec{p}| \leq mD$ Cavendar

where the

into the page tech

$$\vec{l} = \vec{r} \times \vec{p} + \vec{r} \times \vec{p}$$

$$= \vec{r} \times \vec{m} \times \vec{r} + \vec{r} \times \vec{p}$$

$$\vec{l} = \vec{r} \times \vec{p}$$

$$\vec{r} = \vec{r} \times \vec{r}$$

$$\vec{r} = \vec{r}$$

Newton's 2rd
for rotation

not torque = rate of change of angular nome.

Kepler's 2rd Law

$$JA = \frac{1}{2}(\hat{r} \times \hat{r})$$

Polar Coordinates

|Q| = m(2W)

Many or many not be constant

 $\overline{D} = m(^2 \cdot \overline{\omega})$ 2 angular
2 translational velocity
3 moment of inerties $\overline{L} = m(^2 \leftarrow \text{only})$ The single point mass

What about multiple particles? I = S I = S Ta x Pa 立=ジャス×アス+ジャス×アス · = N = D · Px

| = N = X = Px

Solid Sphere rotating about its center $I = \frac{2}{5}MR^2$ disk rotating about its center $I = \frac{1}{2}MR^2$

Rotations about the center of Mass frame

i = = ext cotill true measured
about the center of

mass frame

la mertial reference frame

Still works in CM frame even if CM fram is not inertial