

## Chapter 3 – Laws of Motion

---

### 1. Introduction

Kinematics told us *how* things move. Now it's time to ask the deeper question — *why* they move.

That's where the **Laws of Motion** come in. These three simple rules by **Sir Isaac Newton** explain almost every motion you can imagine — from a falling leaf to the orbit of the Moon.

Motion exists everywhere. But an object doesn't move or stop randomly; it reacts only when a **force** acts on it. These laws form the foundation of **mechanics**, the very heart of physics.

---

### 2. Concept of Force

A **force** is any external influence that changes or tries to change the state of motion of a body.

Force = mass × acceleration  
 $\text{Force} = \text{mass} \times \text{acceleration}$   
SI unit : Newton (N)

- Force has **magnitude and direction** → it's a **vector**.
  - No net force → either object is **at rest** or moving with **constant velocity**.
  - Net force  $\neq 0$  → motion changes (accelerates or decelerates).
- 

### 3. Newton's First Law of Motion – Law of Inertia

“A body continues in its state of rest or uniform motion in a straight line unless acted upon by an external unbalanced force.”

It defines **inertia** — the natural tendency of objects to resist change.

#### Type of Inertia      Example

Inertia of Rest      Passenger jerks forward when bus starts.

Inertia of Motion      Passenger jerks backward when bus stops.

Inertia of Direction Mud splashes tangentially off a rotating wheel.

No external force → no change in motion.

---

### 4. Momentum and Newton's Second Law

## 4.1 Linear Momentum

$$p = m v \quad p = m v$$

It's a vector quantity, unit: kg m/s.

## 4.2 Newton's Second Law

The rate of change of momentum of a body is directly proportional to the applied force and takes place in the direction of the force.

$$F = dp/dt = ma \quad F = \frac{dp}{dt} = m a$$

If  $m = 1 \text{ kg}$ ,  $a = 1 \text{ m/s}^2 \rightarrow F = 1 \text{ N}$ .

This law defines **force** quantitatively and connects cause (force) to effect (acceleration).

---

## 5. Impulse

When a large force acts for a very short time (like a bat hitting a ball):

$$\text{Impulse}(J) = F \times \Delta t = \Delta p \quad J = F \times \Delta t = \Delta p$$

Unit :  $\text{N} \cdot \text{s} = \text{kg m/s}$ .

Impulse explains why soft cushions or helmets extend impact time  $\rightarrow$  reduce force.

---

## 6. Newton's Third Law – Action and Reaction

For every action, there is an equal and opposite reaction.

Forces always appear in **pairs** on different objects.

Examples:

- You push a wall; wall pushes back equally.
- Gun recoils when firing a bullet.
- Rocket launches by expelling gases downward.

**Action and reaction never cancel**, because they act on different bodies.

---

## 7. Free Body Diagram (FBD)

To analyze forces, isolate one body and draw all forces on it: weight, tension, normal, friction, etc.

This simple technique is how you solve all mechanics questions in NEET — from pulleys to inclines.

---

## 8. Friction

Friction is the **resisting force** that acts opposite to relative motion of two surfaces.

### Types

1. **Static friction** → prevents motion (before sliding).
2. **Kinetic friction** → acts when sliding occurs.
3. **Rolling friction** → much smaller, for rolling bodies.

$$f \leq \mu_s N \text{ (static)}, f = \mu_k N \text{ (kinetic)}$$
$$f \leq \mu_s N \text{ (static)}, f = \mu_k N \text{ (kinetic)}$$

Here  $\mu$  = coefficient of friction (no unit).

**Angle of repose** =  $\tan^{-1} \mu$ .

---

## 9. Application Examples

- **Inclined Plane:** component  $mg \sin\theta$  down slope; normal =  $mg \cos\theta$ .
  - **Pulley systems:** tension same through light string, neglect mass of pulley.
  - **Lift problems:** Apparent weight =  $m(g \pm a)$ .
  - **Circular motion:** Centripetal force =  $mv^2/r$  (acts toward center).
- 

## 10. Law of Conservation of Momentum

In absence of external forces, total momentum remains constant.

$$m_1 u_1 + m_2 u_2 = m_1 v_1 + m_2 v_2$$
$$m_1 u_1 + m_2 u_2 = m_1 v_1 + m_2 v_2$$

Used in gun recoil, rocket propulsion, collisions, explosions.

### Example:

Bullet (0.01 kg) fired at 400 m/s → Gun (2 kg) recoils  $v = -(0.01 \times 400)/2 = -2$  m/s.

---

## 11. Equilibrium of Forces

A body is in **equilibrium** if net force and net moment are zero.

For 2D equilibrium:  $\Sigma F_x = 0$ ,  $\Sigma F_y = 0$ .

Example: A block on smooth floor tied by two strings — tensions adjust so horizontal forces cancel.

---

## 12. Mass and Weight

- **Mass** → amount of matter (doesn't change).
- **Weight** → gravitational force  $W = mg$  (varies with location).

At moon,  $g \approx 1/6$  of Earth → same mass, less weight.

---

## 13. Tension in String

If mass  $m$  hangs from string:  $T = mg$  (at rest).

If accelerating upward:  $T = m(g + a)$ .

If downward:  $T = m(g - a)$ .

For massless pulley with two masses  $m_1, m_2$ :

$$a = (m_1 - m_2)g / (m_1 + m_2) \quad T = m_1 g + m_2 g$$

## 14. Real-Life Applications

- Seatbelts apply Newton's First Law.
  - Rocket thrust = Third Law.
  - Car tyres use friction for acceleration.
  - Elevators and amusement rides obey Second Law.
- 

## 15. Summary

1. 1st Law → defines inertia.
2. 2nd Law → defines force ( $F = ma$ ).
3. 3rd Law → forces occur in pairs.
4. Friction opposes motion.
5. Momentum is conserved if no external force.
6. Apparent weight changes in accelerating frames.

Master these; every mechanics problem ahead uses them.

