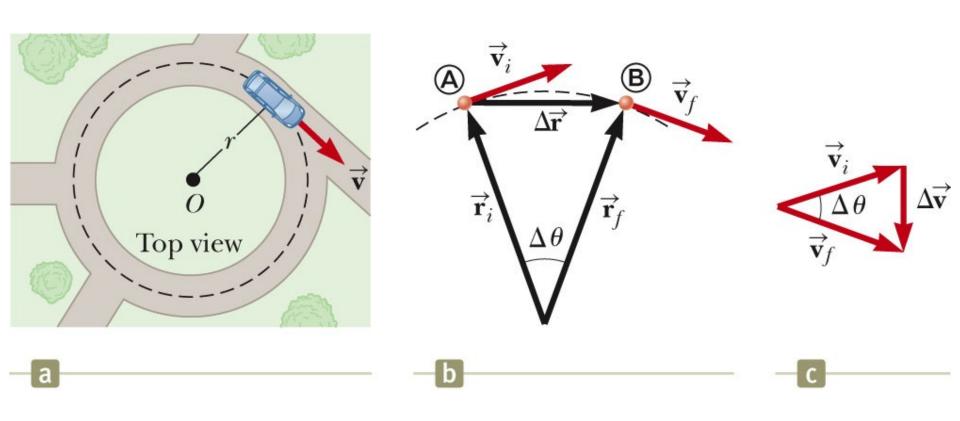
Week 5 outline

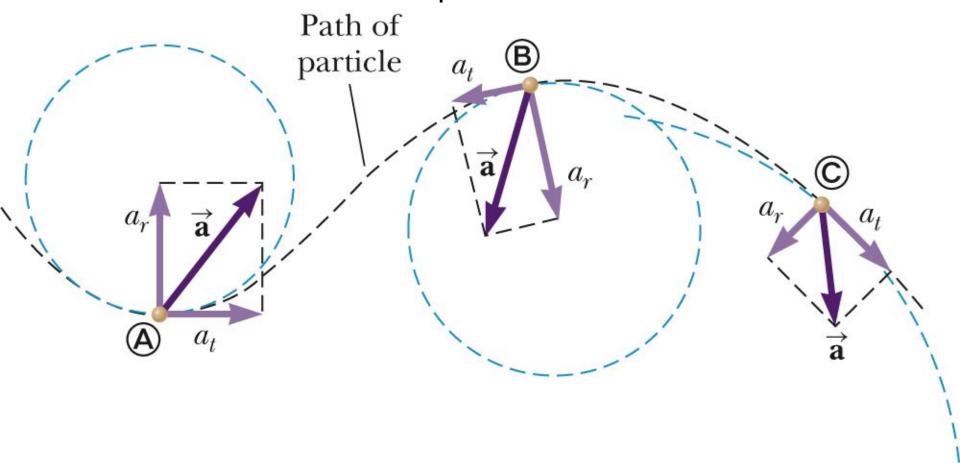
Chapter 4. Review circular motion Chapter 5. The Laws of Motion

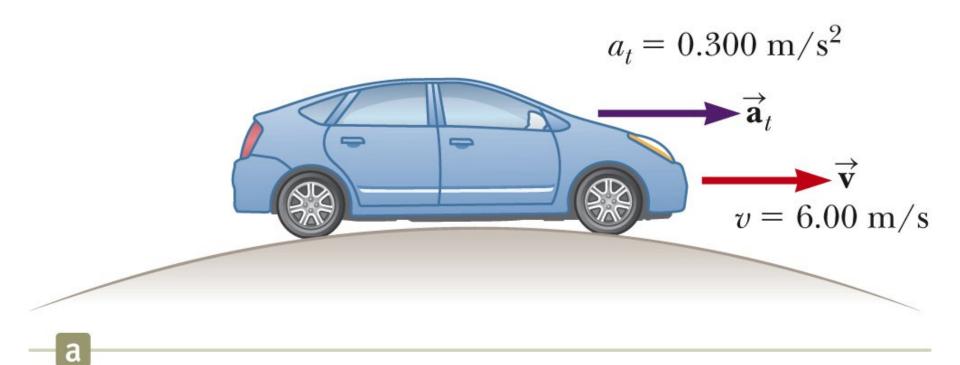
Uniform circular motion = object moves at constant speed in a circular path.

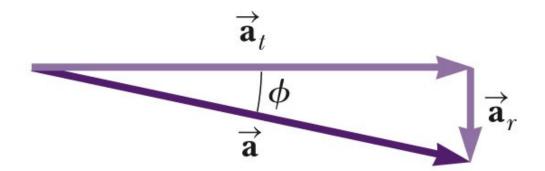


Time to make one cycle = period = T = circumf/speed

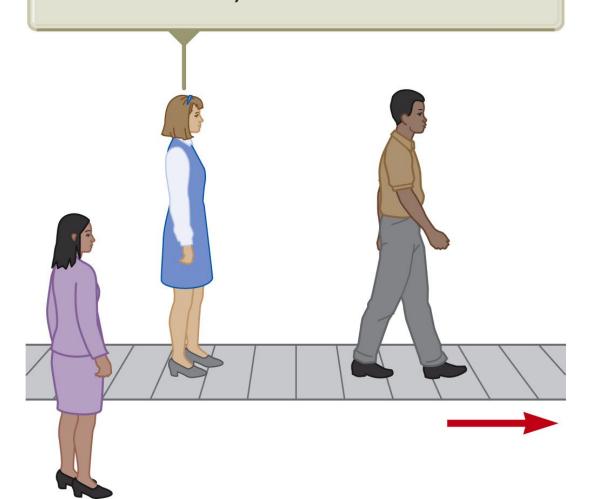
Total acceleration – sum of tangential and centripetal components

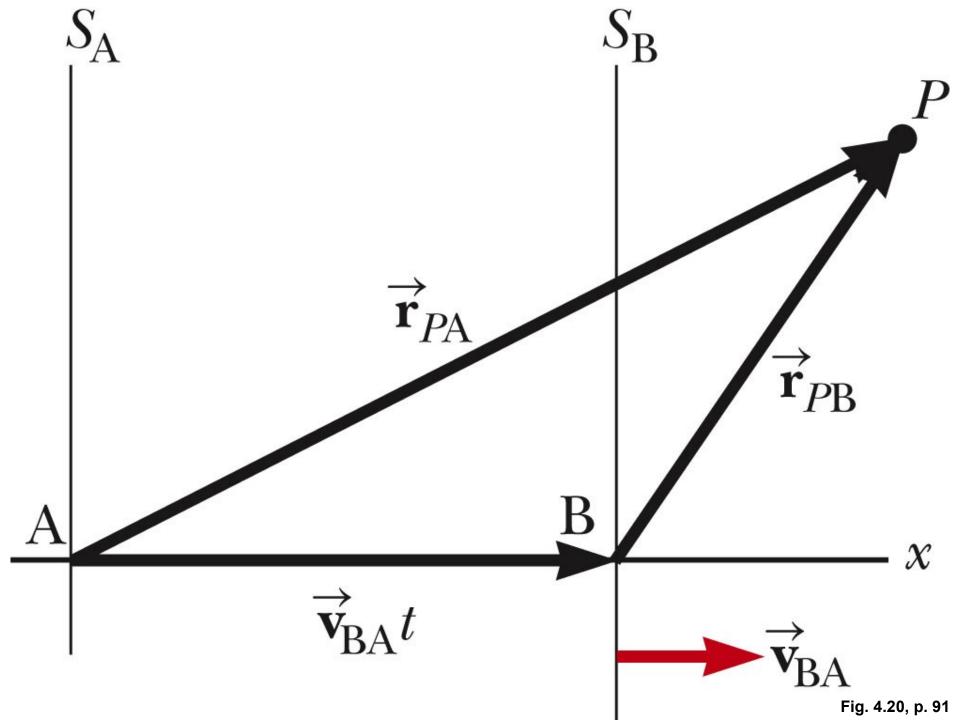






The woman standing on the beltway sees the man moving with a slower speed than does the woman observing the man from the stationary floor.

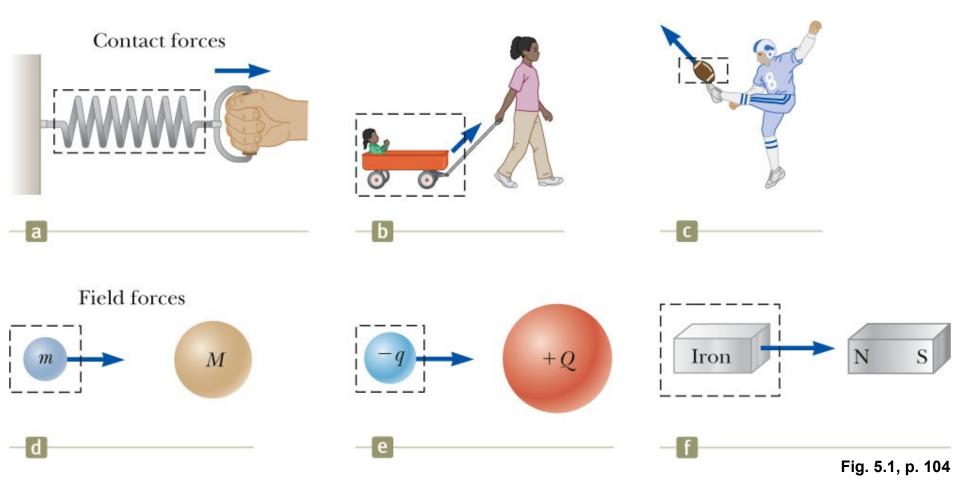




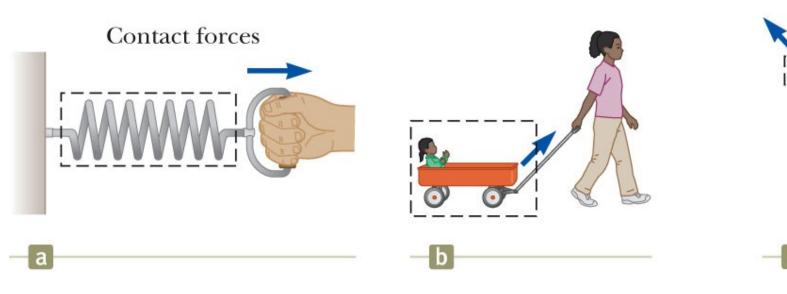
Forces – the *cause* of acceleration

Forces are vectors

Forces act between systems (the dashed boxes)



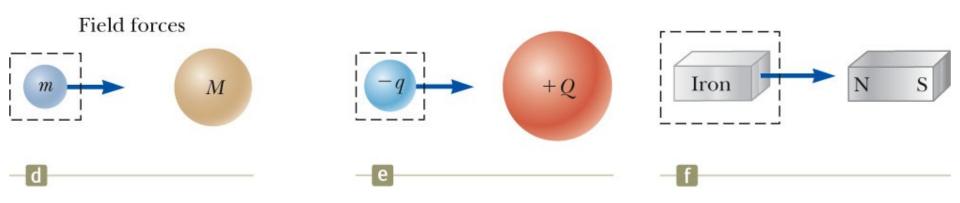
Types of forces



contact forces

tension – pulling apart compression – pushing together shear – pushing tangentially torsion - twisting

Types of forces



Field forces

gravitational electric magnetic

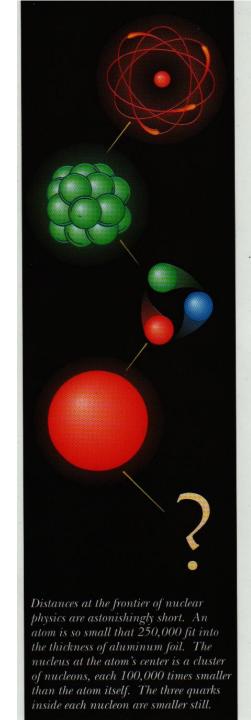
The 4 Fundamental forces

Gravity

Electromagnetic Force

Nuclear Strong Force – holds nuclei together

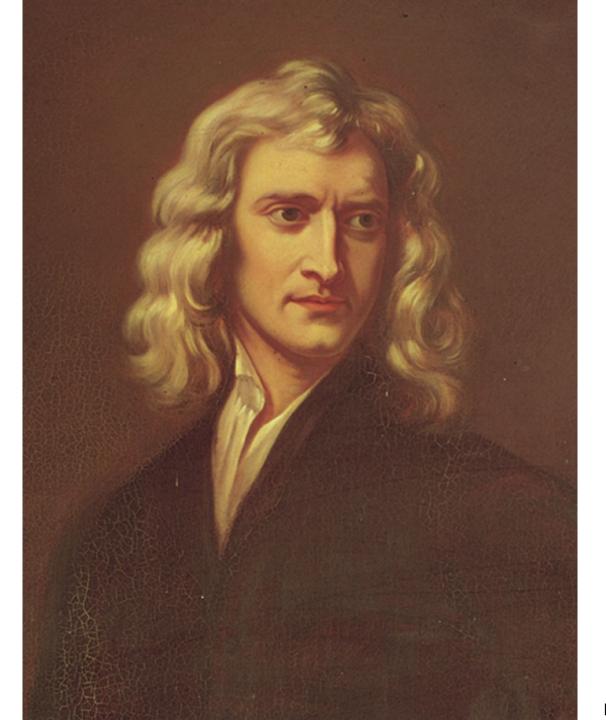
Nuclear Weak force – decay of n and p



Isaac Newton (1642 - 1727)

3 laws of motion

1 law of Universal Gravitation

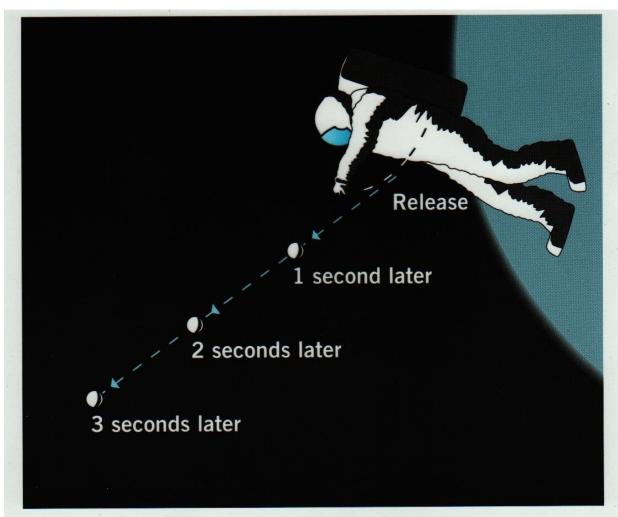


Newton's 1st law = inertial frames of reference exist such that an object will move with a constant velocity if no forces act upon it.

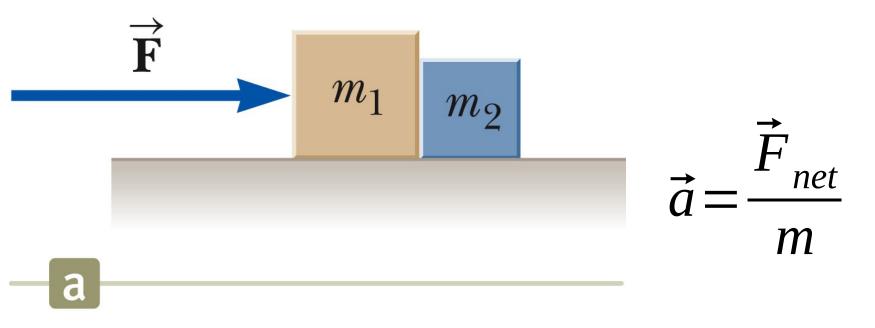
Overthrows Aristotle and medieval thought:

"natural state" is at rest

"impetus" pushes an arrow along



Newton's 2nd law = the acceleration of an object is proportional to the net force and inversely proportional to the mass.



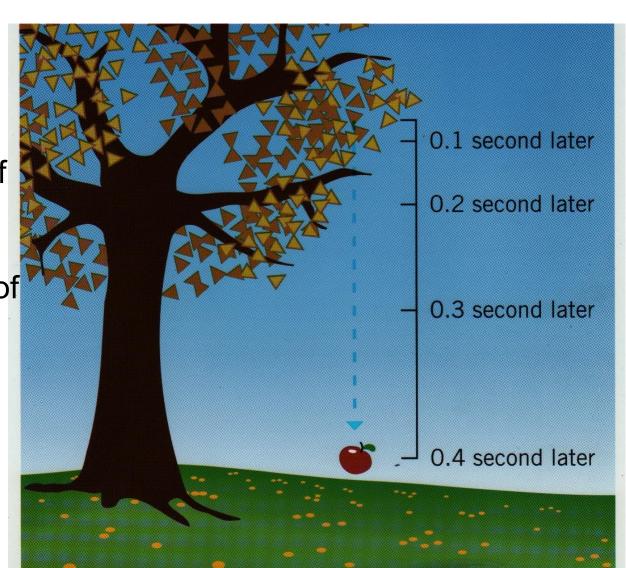
If same force acts on m1, m2, and m1+m2, the accelerations are different.

Newton's 2nd law (cont.)

Example: gravity

Weight = the force of gravity on an object

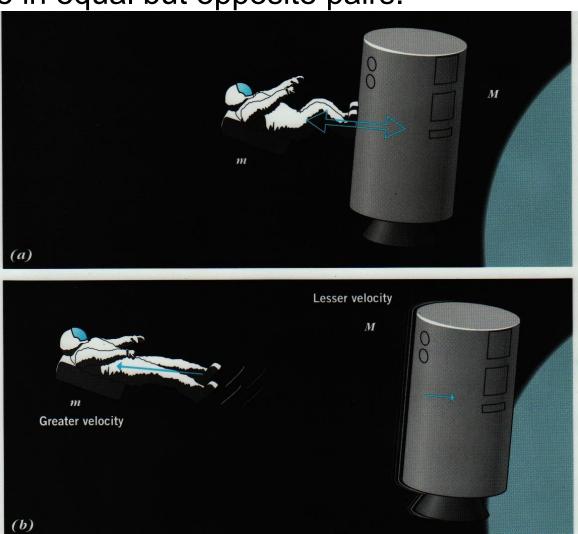
Mass = the amount of matter in an object



Newton's 3rd law (cont.)

"For every action there is an equal but opposite reaction." "Forces come in equal but opposite pairs."

$$F_{12} = -F_{21}$$



Newton's 3rd law (cont.)

Gravity and the electromagnetic forces obey Newton's 3rd.

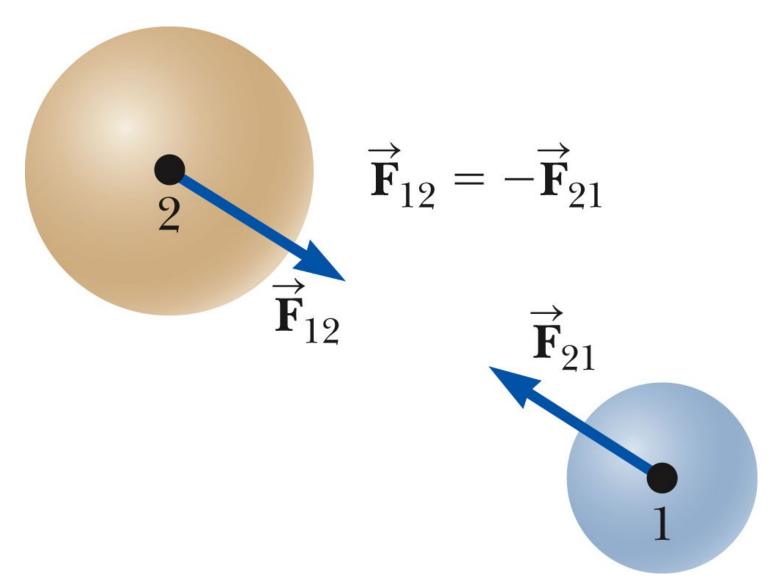
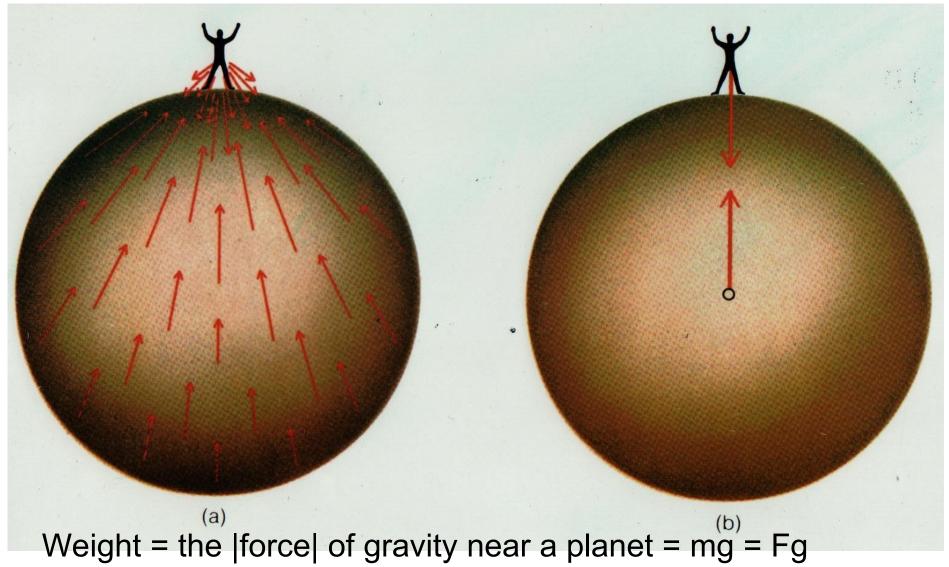


Fig. 5.5, p. 111

Newton's 3rd law (cont.)

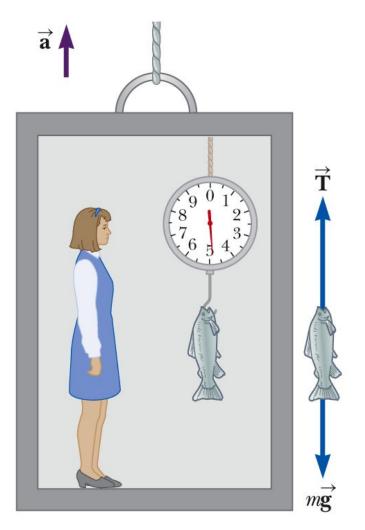


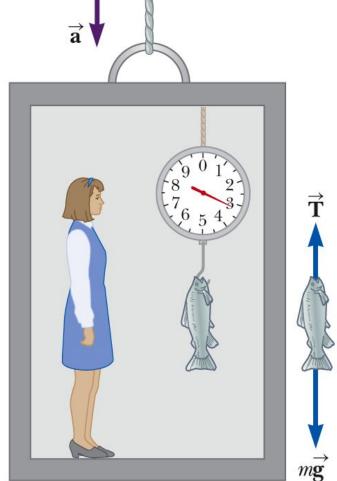
Weight = the |force| of gravity near a planet = mg = Fg

Apparent weight may differ in accelerating reference frames or when buoyant forces are present.

When the elevator accelerates upward, the spring scale reads a value greater than the weight of the fish.

When the elevator accelerates downward, the spring scale reads a value less than the weight of the fish.





The Application of Newton's Laws

Problem solving method

- 1. Conceptualize
- What is problem asking for?
- Write down knowns and unknowns.
- Draw picture.
- 2. Categorize
- Equilibrium problem object stationary (or constant velocity)
- Newton's 2nd law problem object's accelerate
- 3. Analyze
- Isolate object of interest and draw forces acting on it.
- Don't draw the forces object exerts on surroundings (usually).
- Form equations for x and y components independently.
- Plug and chug.
- 4. Finalize check units, dimensions, etc.

In-class questions (for attendance)

Put name in top right corner

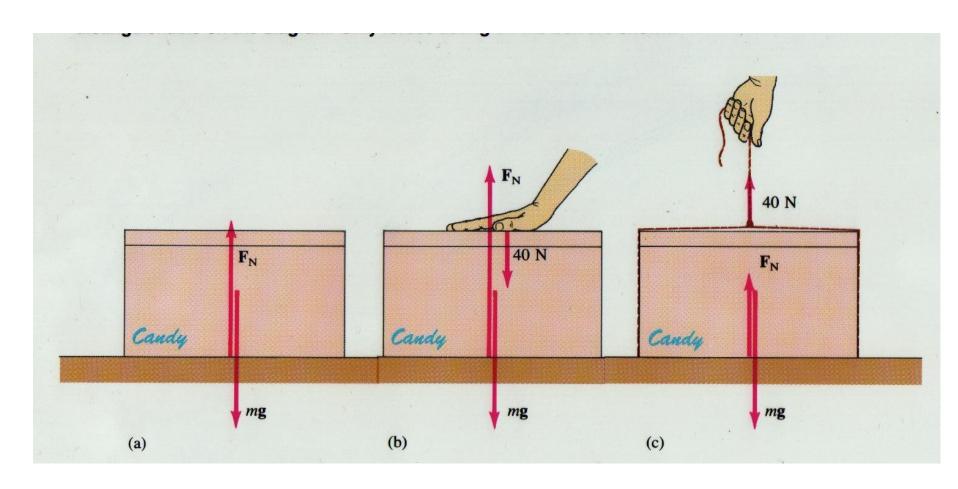
Q1: If you weigh a 1 kg fish on an elevator which is accelerating *downward* at 2 m/s², what is the apparent weight?

Q2: Find the normal force on the box in each case if m=8 kg.

[See cases a, b, c, and d on slide 21.]

The Application of Newton's Laws

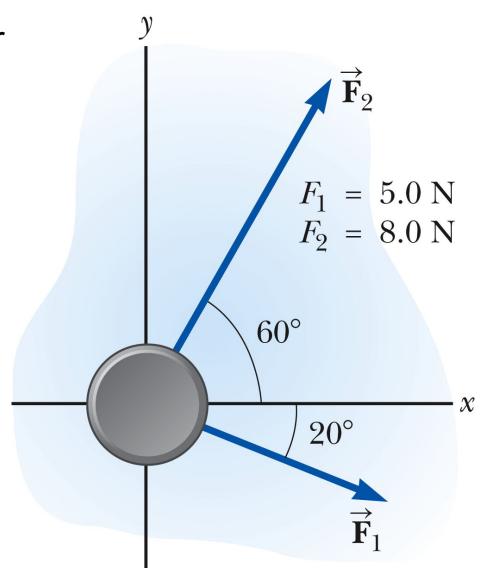
Find the normal force in each case if m=8 kg. (Use g=10 m/s²)

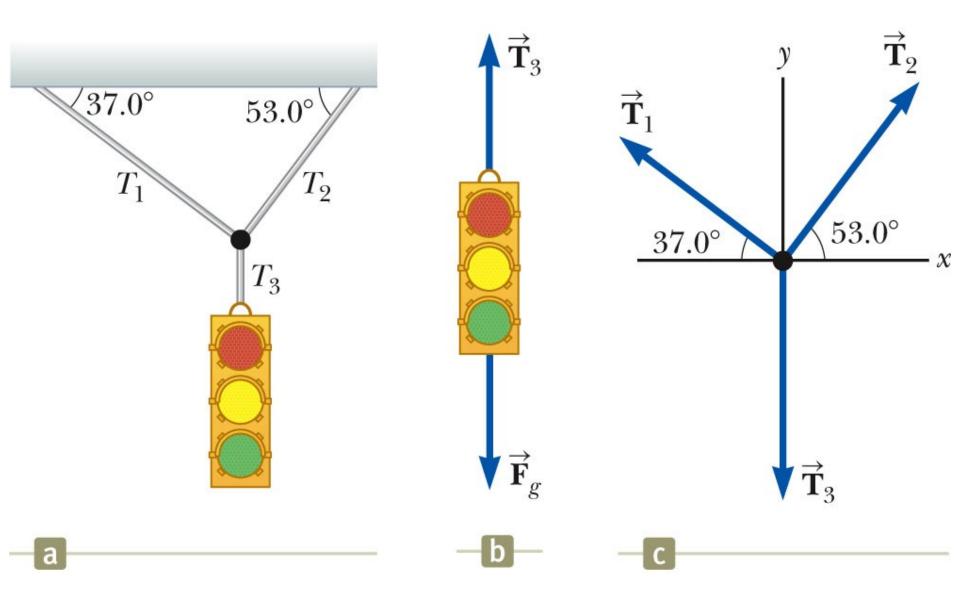


d) If m<4 kg, would it still be an equilibrium problem for (c)?

The Application of Newton's Laws

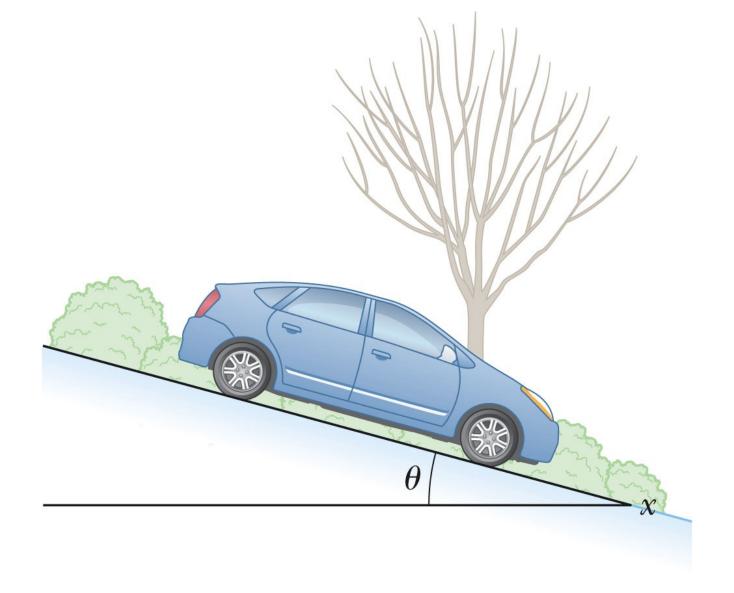
Find the acceleration vector for the 0.2 kg hockey puck.





Given mass of traffic light, can we find T₁, T₂, and T₃?

Fig. 5.10, p. 114



a

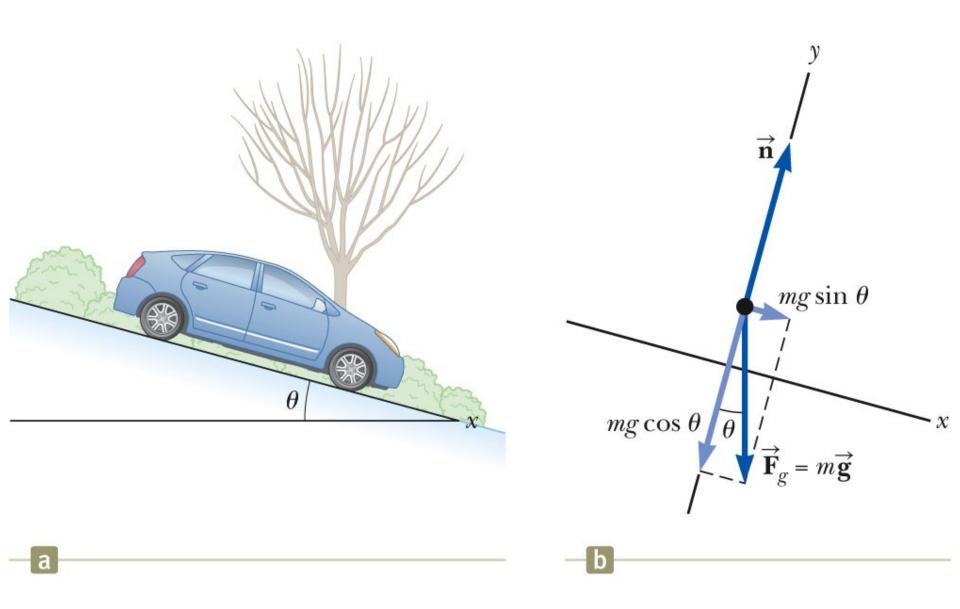
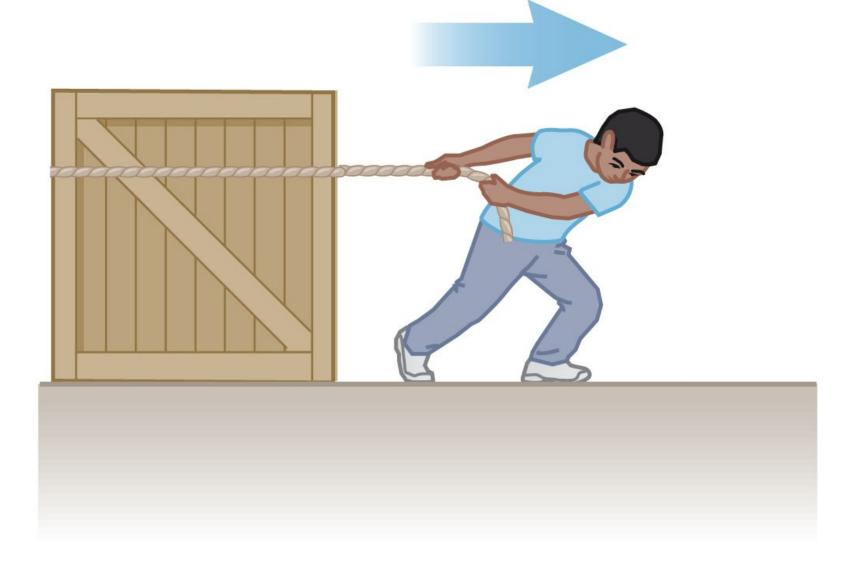
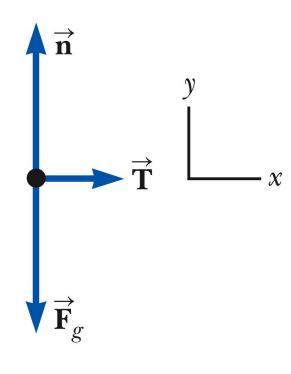


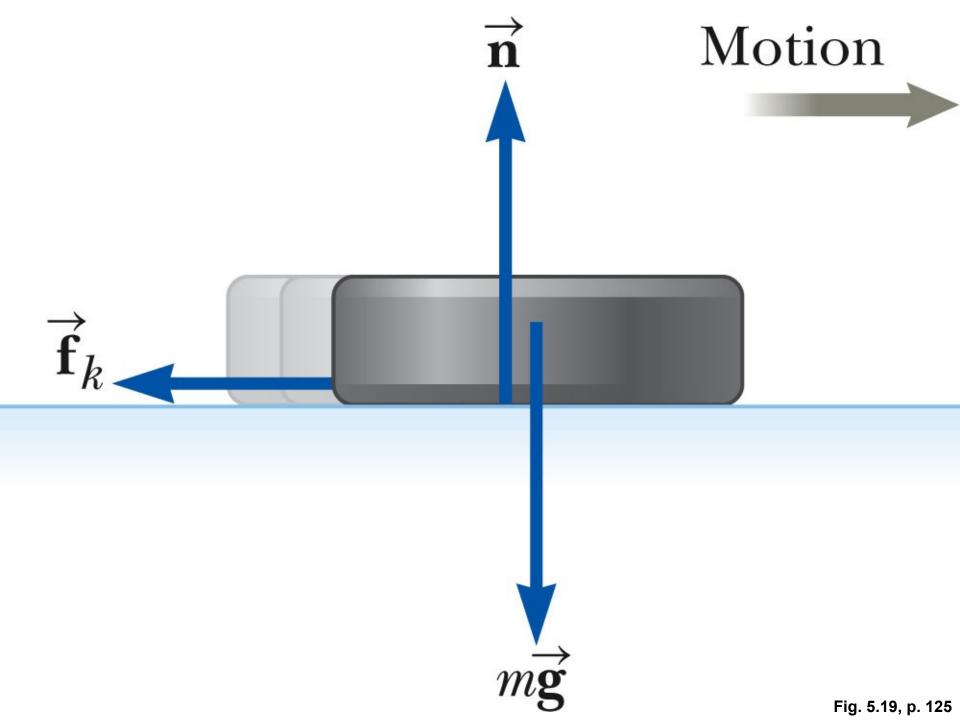
Fig. 5.11, p. 116



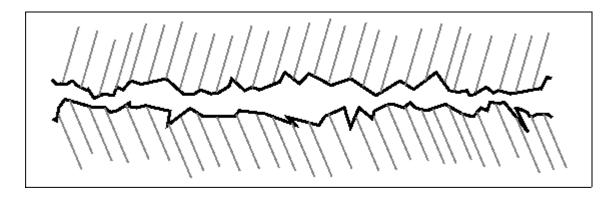








Close-up of surfaces.



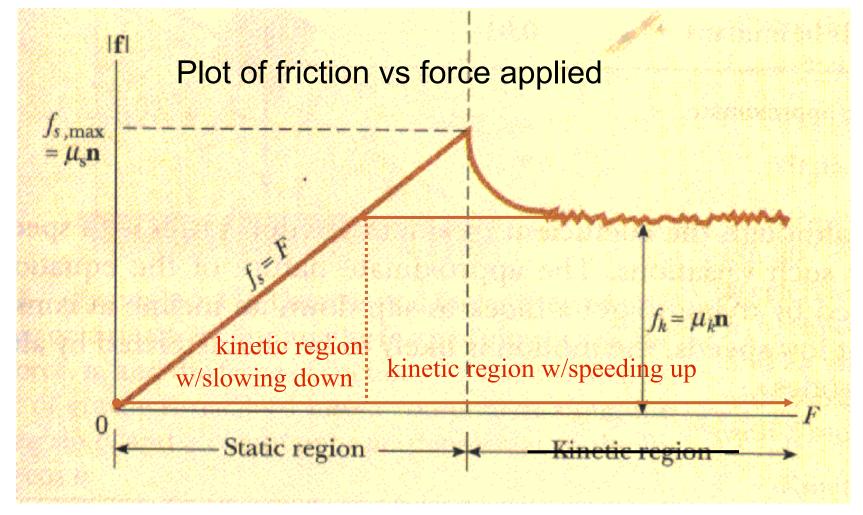


TABLE 5.1

Coefficients of Friction

μ_s	$oldsymbol{\mu}_k$
1.0	0.8
0.74	0.57
0.61	0.47
0.94	0.4
0.53	0.36
0.25 - 0.5	0.2
0.14	0.1
_	0.04
0.15	0.06
0.04	0.04
0.1	0.03
0.01	0.003
	1.0 0.74 0.61 0.94 0.53 $0.25-0.5$ 0.14 $ 0.15$ 0.04 0.1

Note: All values are approximate. In some cases, the coefficient of friction can exceed 1.0.

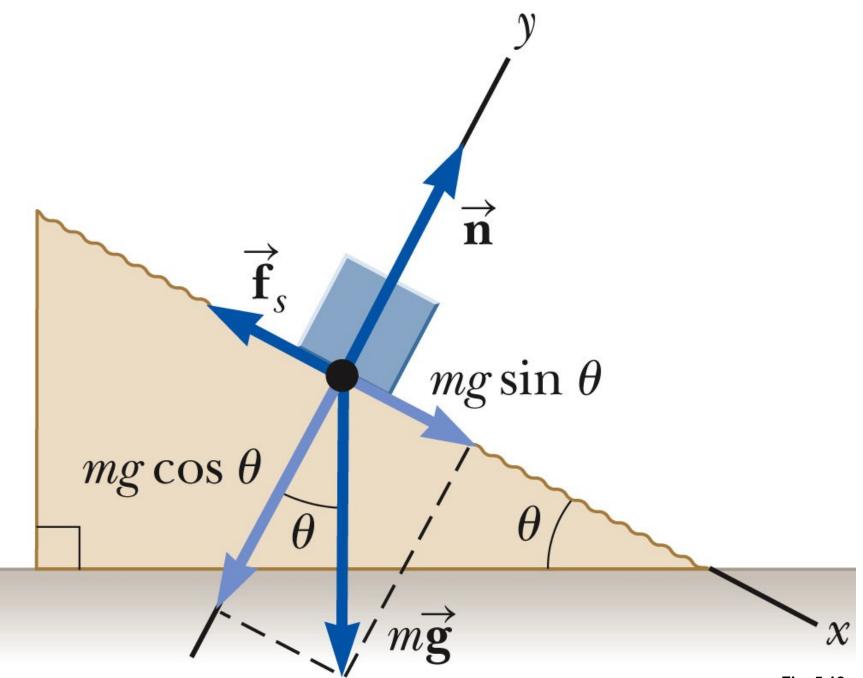


Fig. 5.18, p. 124