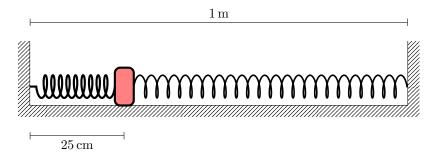
1 Objectives

Below are all the learning objectives summarized from the WebWorK or Video HW problems so far. These are in general what I will use to write the test problems.

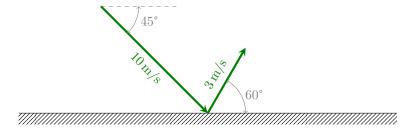
- I understand basic vector notation and can perform simple vector calculations.
- I can transform between position, velocity, and momentum vectors and relate them to physical observations.
- I can utilize velocities at different time points to determine the net force corresponding to an interaction in three dimensions.
- I can use simplifying models and the momentum principle to determine the impact time and forces involved in an interaction.
- I can utilize the momentum principle and iteration method to determine the future positions of an object given initial conditions and forces.
- I can compute spring forces and use equilibrium positions to find effective spring constants.

2 Extra Problems

1. In the below image, the skinny block has a mass of 5 kg and is initially located 25 cm from the left wall. The left spring has a spring constant of $100\,\mathrm{N/m}$ and a relaxed length of 50 cm while the right spring has a spring constant of $20\,\mathrm{N/m}$ and a relaxed length of 25 cm. Given this information, answer the questions below.

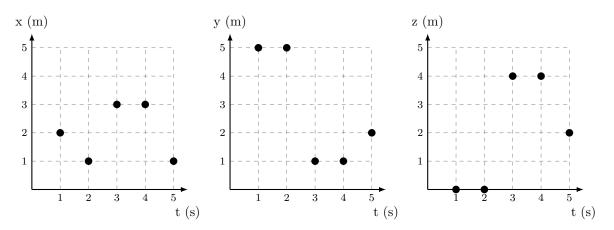


- (a) What is the initial net force acting on the block in the horizontal direction?
- (b) Taking time steps of 0.25 seconds, where is the block half a second later?
- (c) Where could the block be placed such that it would not move when released?
- 2. A ball strikes the ground while initial moving at $10\,\mathrm{m/s}$ at an angle of 45° below the horizontal. After the impact, the ball is traveling at $3\,\mathrm{m/s}$ at an angle of 60° above the horizontal. What unit vector points in the direction of the net force applied during the ball's collision with the ground?



Phys 221 1

3. The three plots below show the x, y, and z position coordinates of a $2 \,\mathrm{kg}$ object at different times. Use them to answer the below questions.



- (a) During what time interval is the average velocity of the object 0?
- (b) What is the average velocity between the 1st and 3rd second?
- (c) Suppose at the 2 second mark some impulse acted on the particle? Using the average velocities from the intervals immediately before and after this point, estimate the magnitude of the impulse.

3 Solutions

Problem 1 I'm just going to include the final values here, if you are struggling to replicate them, check with me, as it is always possible I made a mistake as these are newly created problems.

- 1. $\langle 35, 0, 0 \rangle$ N
- 2. 90.6 cm from the left edge
- $3.54.2\,\mathrm{cm}$ from the left edge

Problem 2 $\langle -0.499, 0.866, 0 \rangle$ Units don't really make sense on a unit vector since it is really only conveying direction. Don't forget if using direction cosines that it is always the angle from the *positive* axis to the vector in question!

Problem 3 This may look different from other things you've seen, but it contains all the same information!

- 1. From 3 to 4 seconds, as none of the positions in any dimension shifted during that time
- 2. $\vec{\mathbf{v}}_{avg} = \langle 0.5, -2, 2 \rangle \,\mathrm{m/s}$
- $3. 12.81 \,\mathrm{N\,s}$