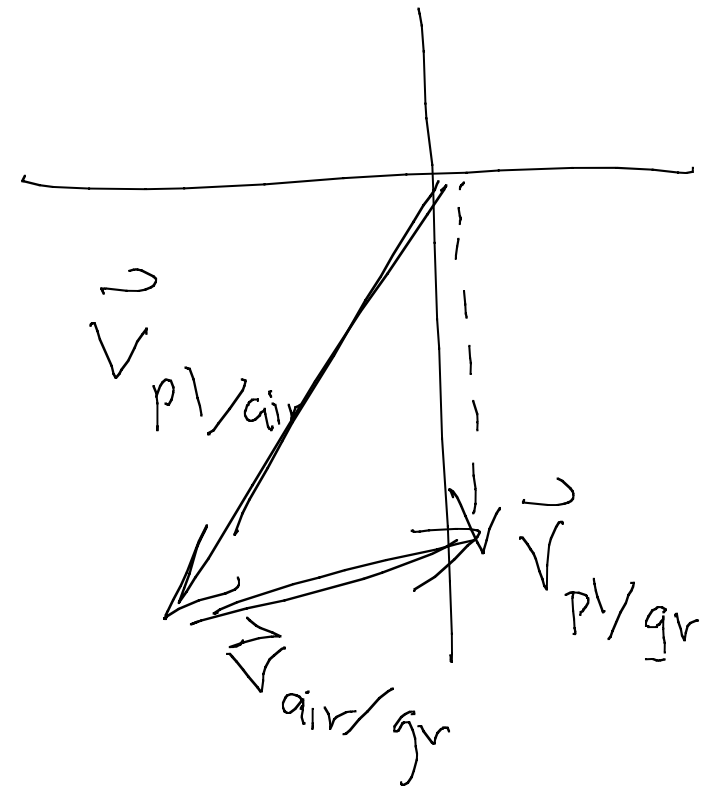
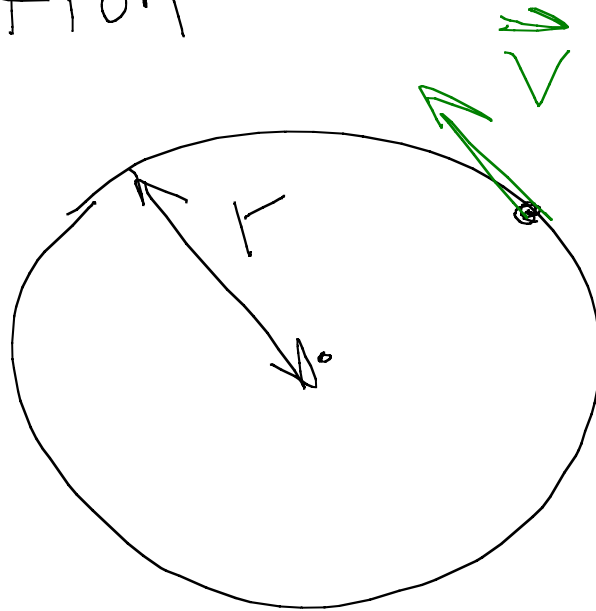
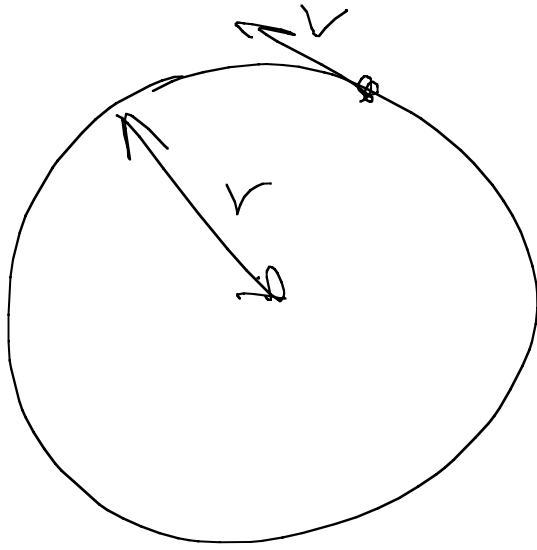


# 2D Motion

## Uniform Circular Motion



Speed stays constant

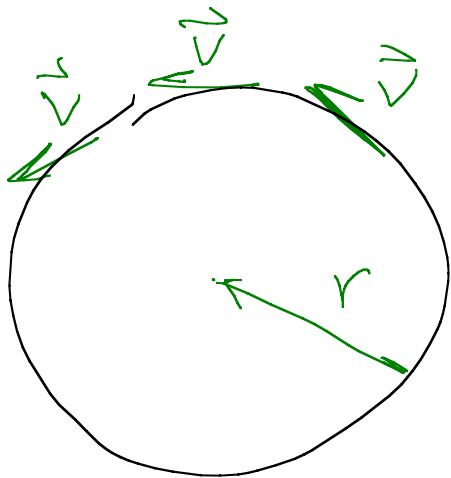


$T$  = period of motion  
 = Time req'd to <sup>go</sup> around once

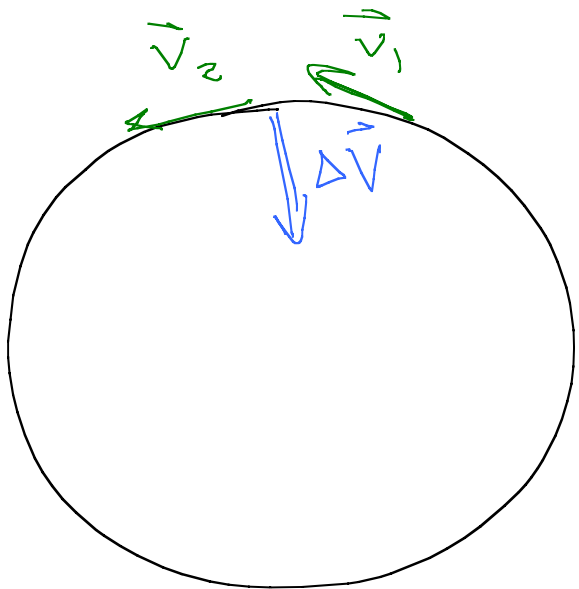
$$v = \frac{2\pi r}{T} \quad T = \frac{2\pi r}{v}$$

$$f = \text{freq} = \frac{1}{T}$$

$$\omega = \text{ang freq} = \frac{2\pi}{T} = 2\pi f$$



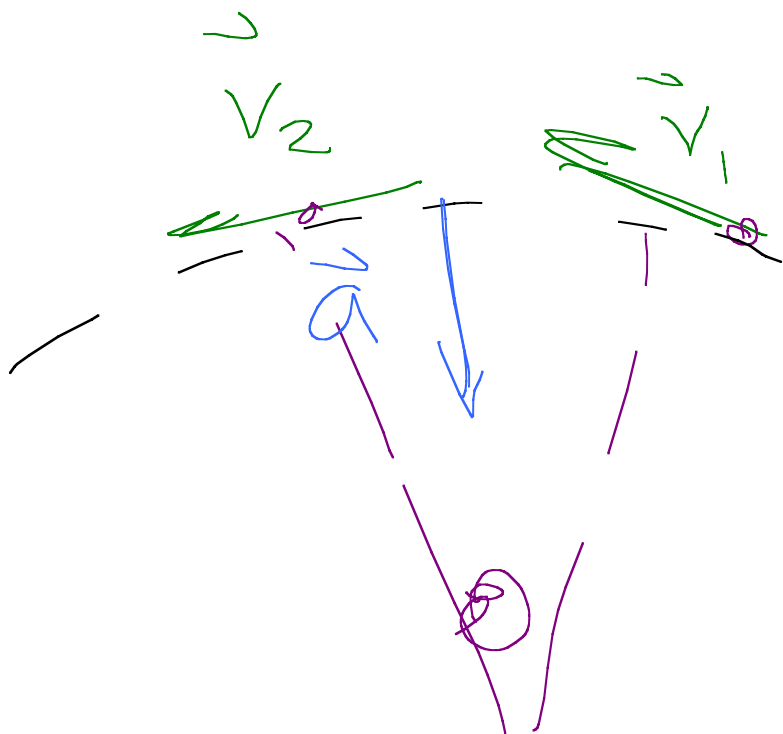
IT is accelerating!



$$\Delta \vec{v} = \vec{v}_2 - \vec{v}_1 =$$

Acceleration is inward.

Centripetal

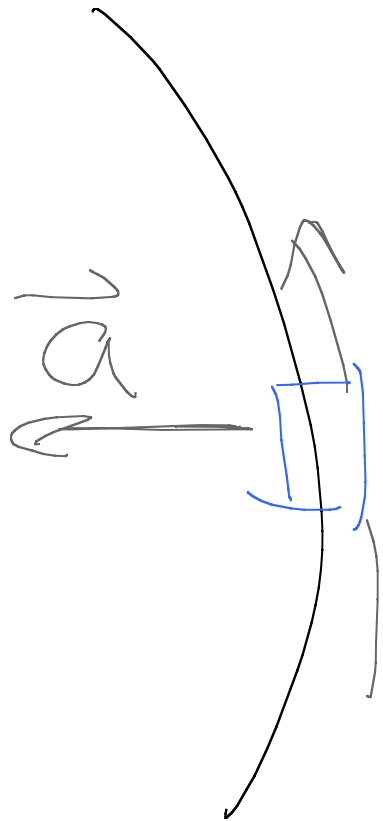


$$a_c = a = \frac{v^2}{r}$$

$$\frac{\left(\frac{m}{s}\right)^2}{m} = \frac{\frac{m^2}{s^2}}{m} = \frac{m}{s^2}$$

3.45

How fast can car go to round turn of radius 75 m for its accel to numerically equal that grav.?



$$a = \frac{v^2}{r} = (9.8 \frac{m}{s^2})$$

$$v^2 = r (9.8 \frac{m}{s^2}) = (75m)(9.8 \frac{m}{s^2})$$

$$v = 27.1 \frac{m}{s}$$

Non-uniform circ motion

$v$  not const

$$a_t = \frac{dv}{dt}$$

