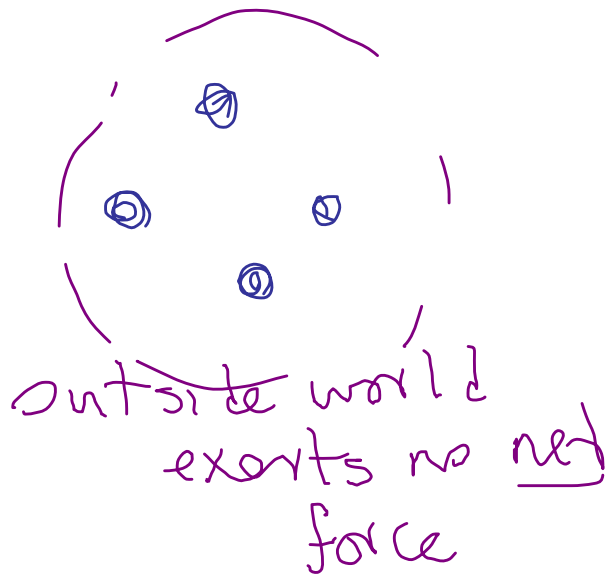


Conservation of momentum



isolated system

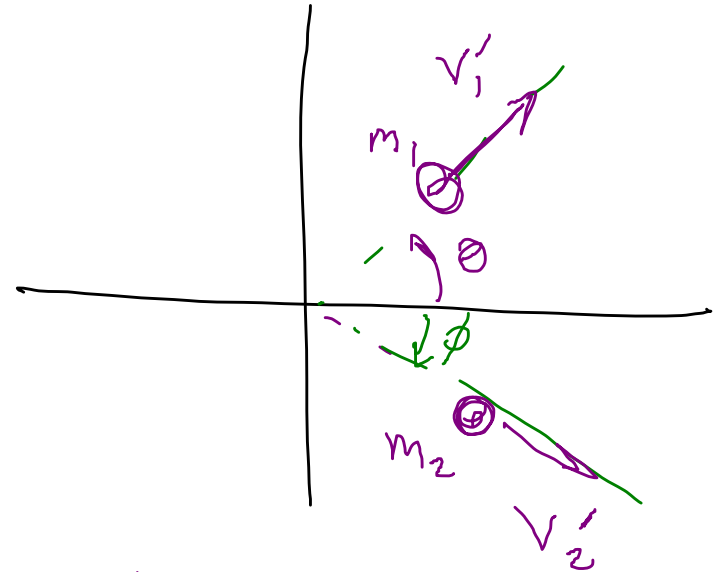
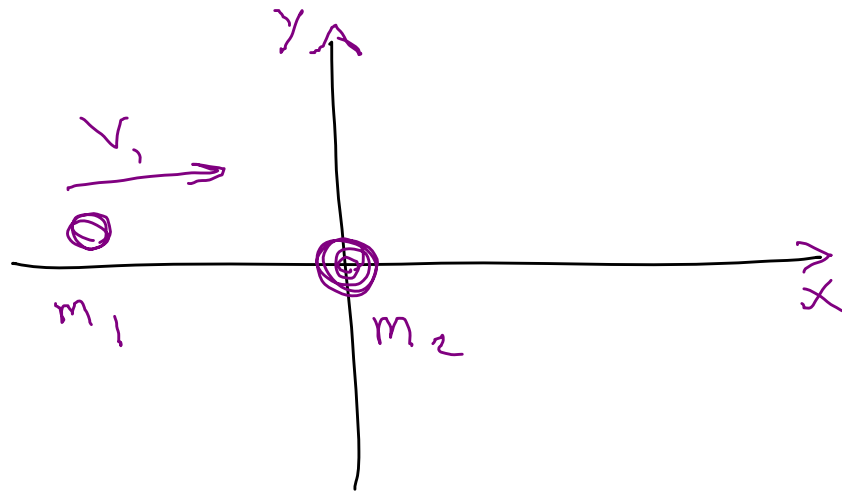
$$\sum \vec{p}_i = \vec{P} \text{ is const}$$

$$\vec{P} = M \vec{v}_{cm}$$

and vel. of cm is constant

$$\vec{v}_{cm} = \frac{1}{M} \sum m_i \vec{v}_i$$

Collisions:



P_x is consd:

$$m_1 v_1 = m_1 v_1' \cos \theta + m_2 v_2' \cos \phi$$

P_y is consd

$$0 = m_1 v_1' \sin \theta - m_2 v_2' \sin \phi$$

2 eqns
2 unk's.

If this was also elastic

$$\frac{1}{2} m_1 v_1^2 = \frac{1}{2} m_1 v_1'^2 + \frac{1}{2} m_2 v_2'^2$$

Last time

1-D elastic collision

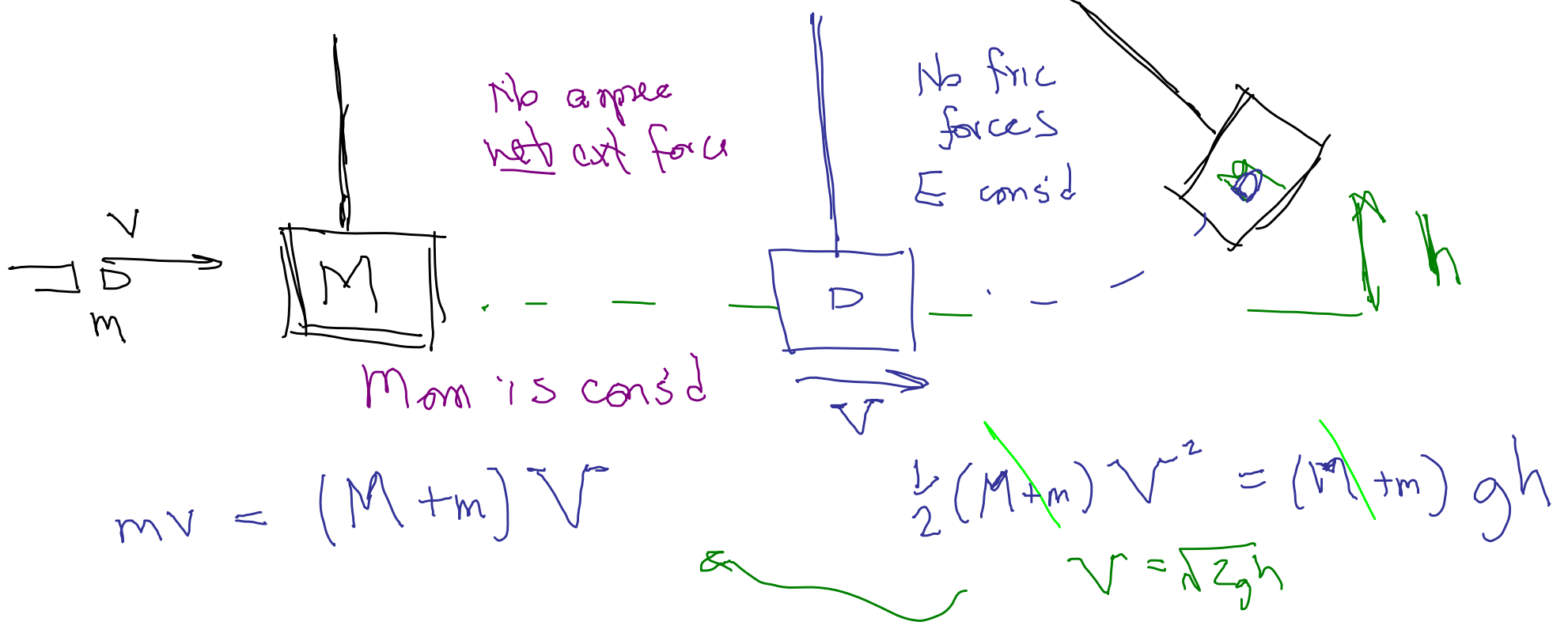


Famous example:

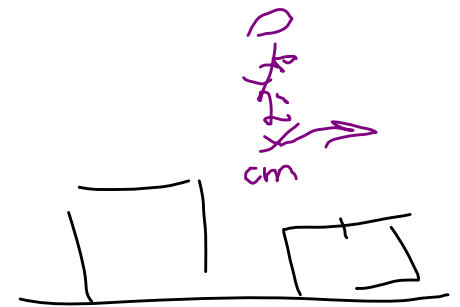
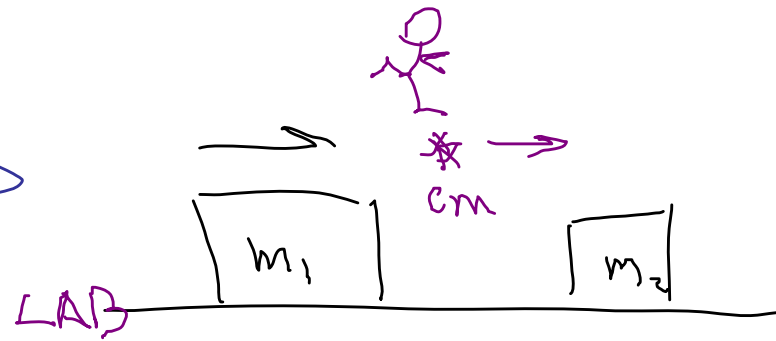
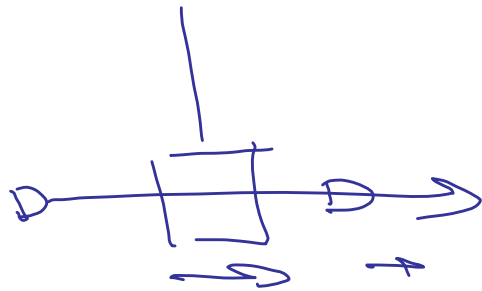
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Ballistic Pendulum.

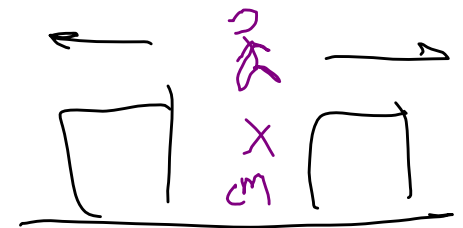
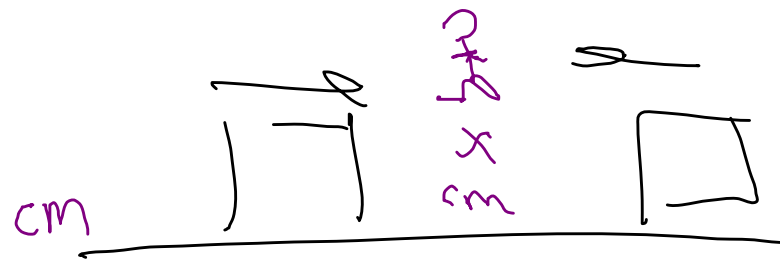
Find speed of bullet. $\sim 400 \frac{m}{s}$



$$v = \frac{(M+m)}{m} v = \frac{(M+m)}{m} \sqrt{2gh}$$

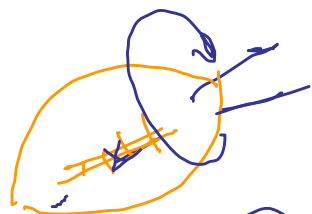
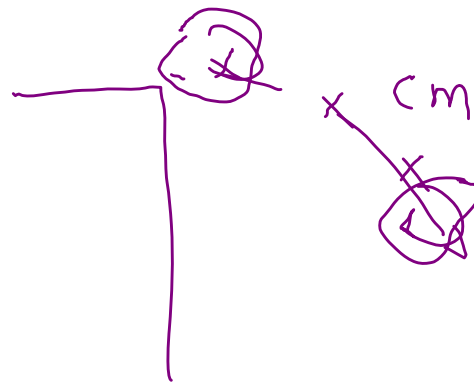
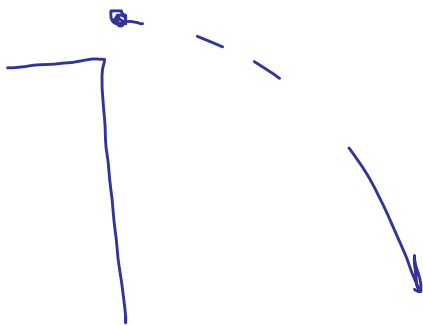


Ref frames



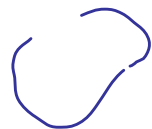
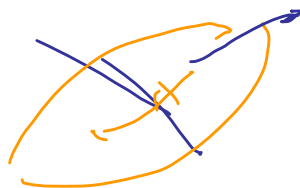
CM frame can make analysis easier.
In CM frame $P = Mv_{cm} = 0$

Chap 10 & Chap 11



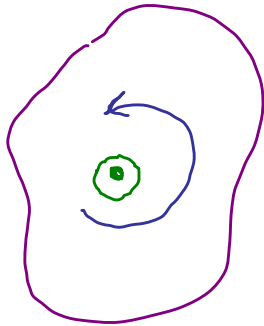
=

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In general, complicated subject
Greatly simplified:

One fixed axis.



Rotating object



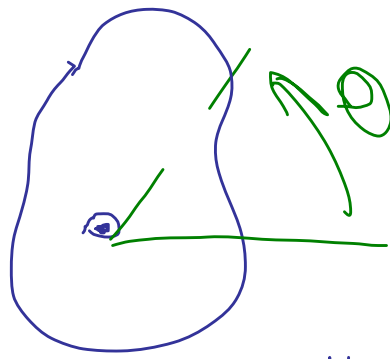
Angle θ gives orientation.

Angles meas'd ccw.

Angles are in radians.

Radian can be omitted (prob shouldn't)

$$\begin{aligned}\pi \text{ rad} &= 180^\circ \\ 1 \text{ rev} &= 360^\circ \\ &= 2\pi \text{ rad}.\end{aligned}$$



$$\theta(t)$$

How fast is θ changing w/ time?

$$\frac{\Delta x}{\Delta t}$$



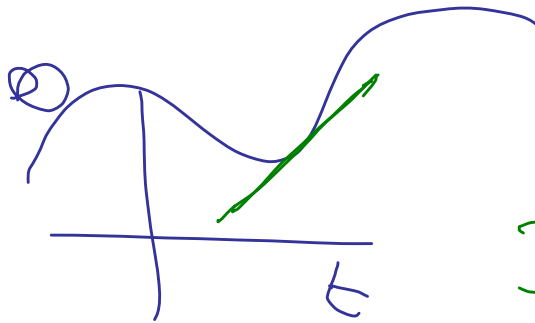
$$\frac{\Delta \theta}{\Delta t}$$

= avg. ang. velocity

$$= \bar{\omega}$$

(omega)

over a
certain interval
of time, Δt



Instantaneous ang vel

$$\omega = \frac{d\theta}{dt}$$