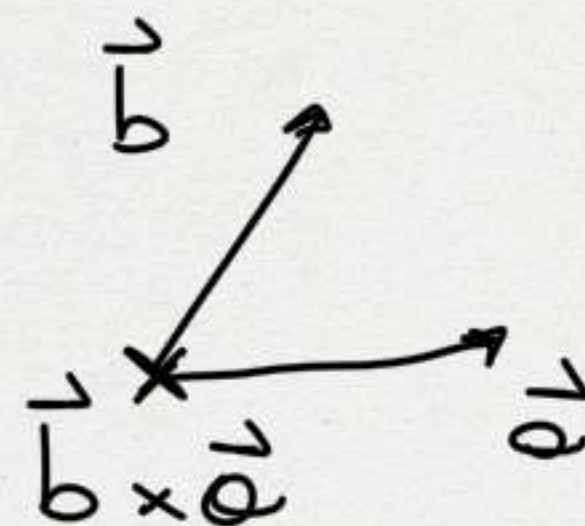
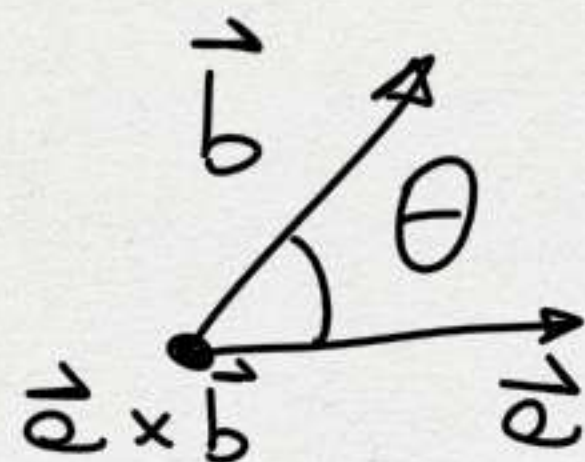


$$\vec{a} \times \vec{b} = \vec{c}$$

$$① |\vec{c}| = ab \sin \theta$$

$$② \vec{c} \cdot \vec{a} = \vec{c} \cdot \vec{b} = 0$$

$$③ \vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$$



$$\begin{cases} \hat{x} \times \hat{x} = \hat{y} \times \hat{y} = \hat{z} \times \hat{z} = 0 \\ \hat{x} \times \hat{y} = \hat{z} \\ \hat{y} \times \hat{z} = \hat{x} \\ \hat{z} \times \hat{x} = \hat{y} \end{cases} \rightarrow \begin{cases} \hat{y} \times \hat{x} = -\hat{z} \\ \hat{z} \times \hat{y} = -\hat{x} \\ \hat{x} \times \hat{z} = -\hat{y} \end{cases}$$

$$x \vee z \vee x \vee z \text{ ④}$$

$$z \vee x \vee z \vee x \text{ ⑤}$$

$$① \vec{a} = 3\hat{x} - \hat{y}, \vec{b} = 5\hat{x} + \hat{z}$$
  
 calculate  $\vec{a} \times \vec{b}$  e controllate che  
 $(\vec{a} \times \vec{b}) \cdot \vec{a} = (\vec{a} \times \vec{b}) \cdot \vec{b} = 0$

$$② \vec{a} = (-3, 0, -1), \vec{b} = (-1, 1, 2)$$
  
 calculate  $\vec{a} \times \vec{b}$

$$③ \vec{a} = (1, -1, c), \vec{b} = (-2, c, 1)$$
  
 calculate  $\vec{a} \times \vec{b}$ . Esiste  $c: \vec{a} \parallel \vec{b}$ ?



$$\textcircled{1} \quad \vec{a} = 3\hat{x} - \hat{y} = (3, -1, 0)$$

$$\vec{b} = 5\hat{x} + \hat{z} = (5, 0, 1)$$

$$\begin{aligned} (3\hat{x} - \hat{y}) \times (5\hat{x} + \hat{z}) &= \cancel{15\hat{x} \times \hat{x}} + 3\hat{x} \times \hat{z} - 5\hat{y} \times \hat{x} - \hat{y} \times \hat{z} = \\ &= -3\hat{y} + 5\hat{z} - \hat{x} = (-1, -3, 5) = \vec{c} \end{aligned}$$

$$\vec{c} \cdot \vec{a} = -3 + 3 = 0 \quad \checkmark$$

$$\vec{c} \cdot \vec{b} = -5 + 5 = 0$$

$$\textcircled{2} \quad \vec{a} = (-3, 0, -1), \quad \vec{b} = (-1, 1, 2), \quad \vec{a} \times \vec{b} = \hat{x} + 7\hat{y} - 3\hat{z}$$

$$\textcircled{3} \quad \vec{a} = (1, -1, c), \quad \vec{b} = (-2, c, 1), \quad \vec{a} \times \vec{b} = -(1+c^2)\hat{x} - (2c+1)\hat{y} + (c-1)\hat{z} = (0, 0, 0)$$

$$\begin{cases} -(1+c^2) = 0 \leftarrow \\ -(2c+1) = 0 \\ (c-1) = 0 \end{cases}$$

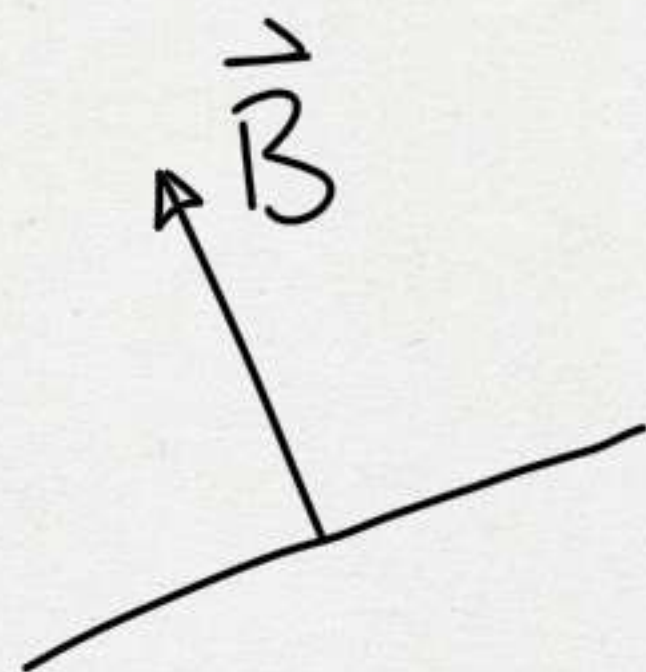


$$\vec{B} = (B_x, B_y, B_z), \quad q, \quad \vec{v} = (v_x, v_y, v_z)$$

1) calcolare per quali condizioni la  $\vec{F}_L$  è diretta lungo  $\hat{x}$  o lungo  $\hat{y}$  o lungo  $\hat{z}$

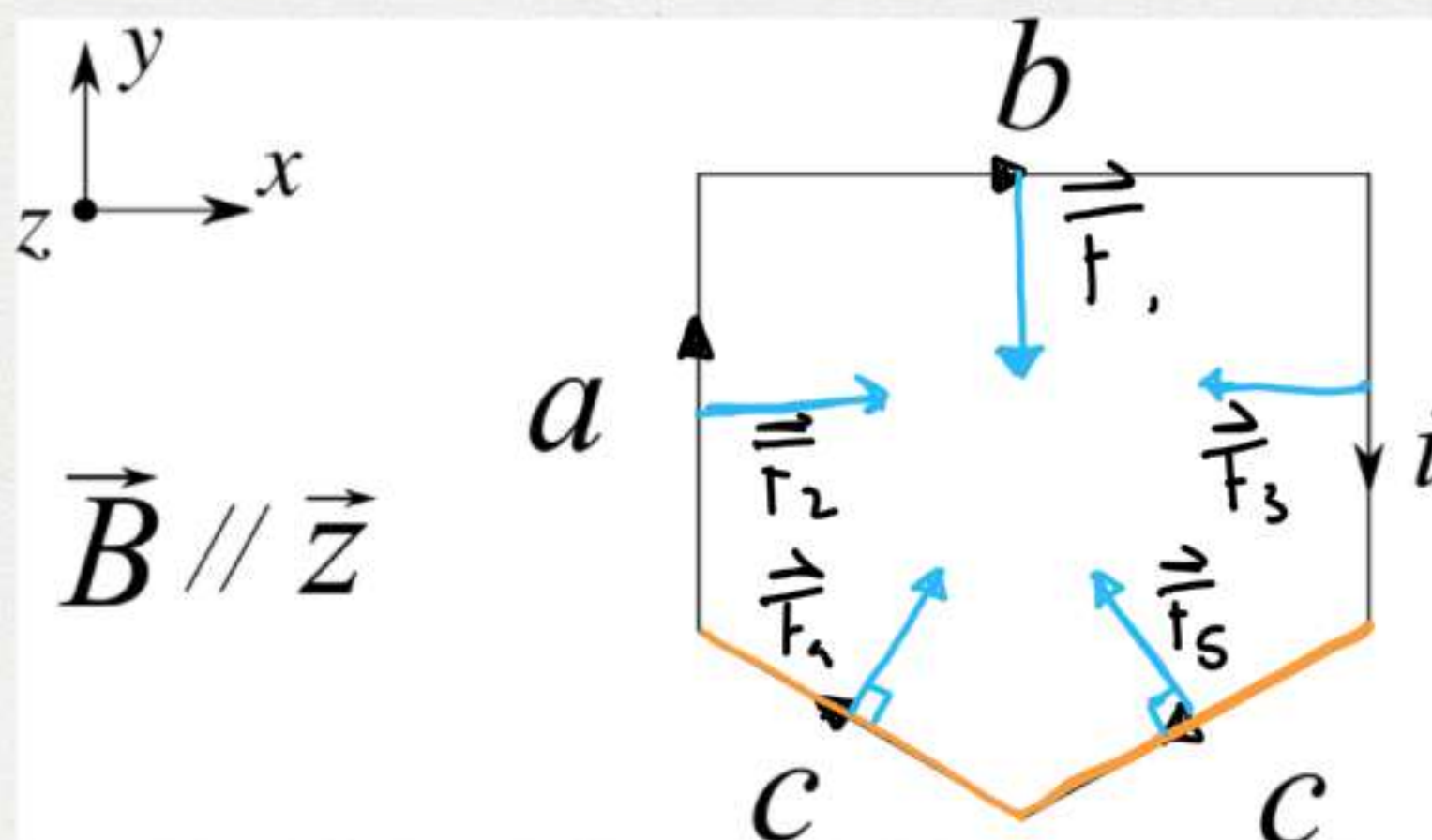
$$\vec{F}_L = q \left[ (v_y B_z - v_z B_y) \hat{x} + (v_z B_x - v_x B_z) \hat{y} + (v_x B_y - v_y B_x) \hat{z} \right]$$

2)  $\vec{B}_1 = (0, -3, 4) \text{ G}$  se  $q > 0$  trovare  $\vec{v} : \vec{F}_L$  lungo  $\hat{x}, \hat{y}, \text{ o } \hat{z}$   
 $\vec{B}_2 = (3, 15, -1) \text{ G}$



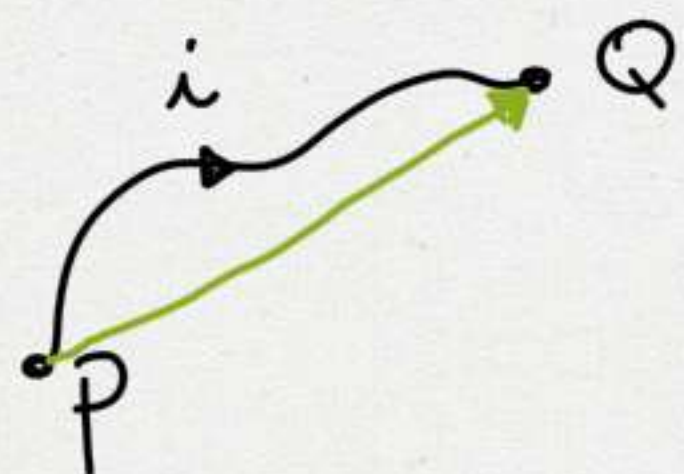
3) calcolare per quali condizioni la traiettoria di  $q$  è limitata ad un piano (ma con  $\vec{B}_1$  che con  $\vec{B}_2$ )





$\vec{B}$  UNIFORME E  $\vec{B} = B \hat{z}$

- ① determinare la forza agente su ogni segmento
- ② " la forza totale agente sulla parte inferiore della spira
- ③ calcolare la forza totale agente sulla spira



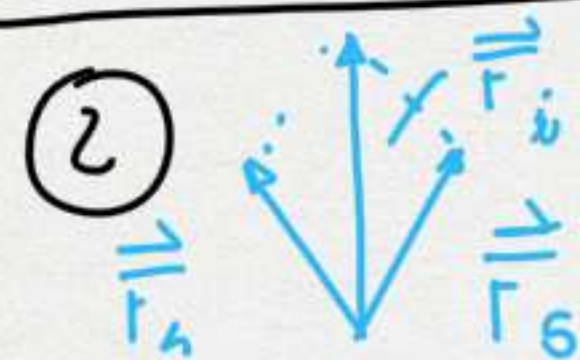
$$\vec{F}_{PQ} = i \vec{PQ} \times \vec{B} \rightarrow |\vec{F}_{PQ}| = i l B \sin \theta$$

$$\textcircled{1} \quad \vec{F}_1 = i b \hat{x} \times B \hat{z} = i b B \hat{x} \times \hat{z} = -i b B \hat{y}$$

$$\vec{F}_2 = i a \hat{y} \times B \hat{z} = i a B \hat{x}$$

$$F_1 = i b B, \quad F_2 = F_3 = i a B$$

$$F_4 = F_5 = i c B$$

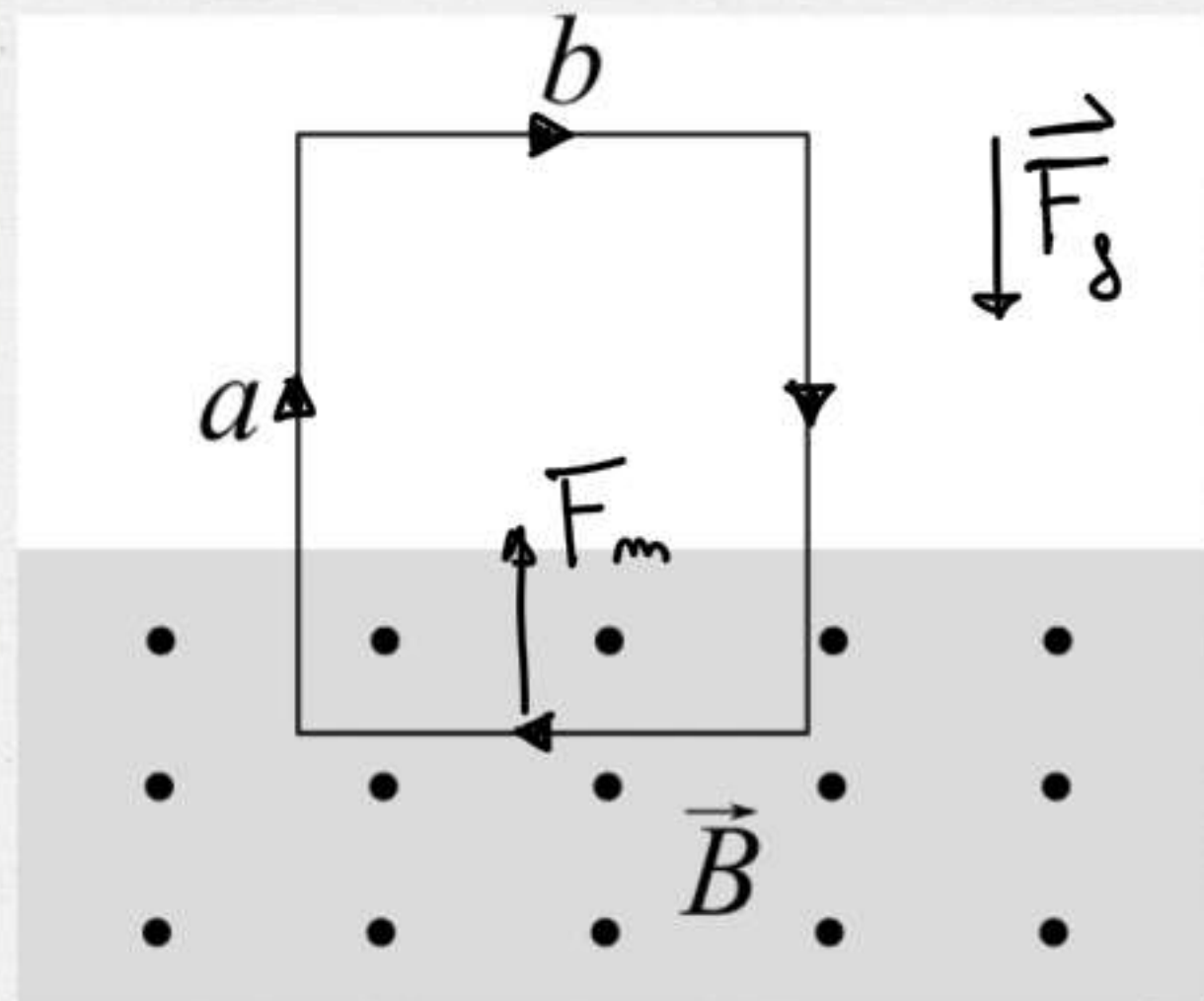


$$\vec{F}_{tot} = 0 = (0, 0, 0)$$

$$\vec{F}_1 + \vec{F}_i = 0 \Rightarrow \vec{F}_i = -\vec{F}_1$$

$$\textcircled{3} \quad \vec{F}_{tot} = 0 \quad \vec{F}_i = F_1$$





$$m = 4 \cdot 10^{-2} \text{ g}, a = 3 \text{ cm}, b = 2 \text{ cm}, |i| = 1 \text{ A}$$

① il verso di  $i$

② il modulo di  $\vec{B}$

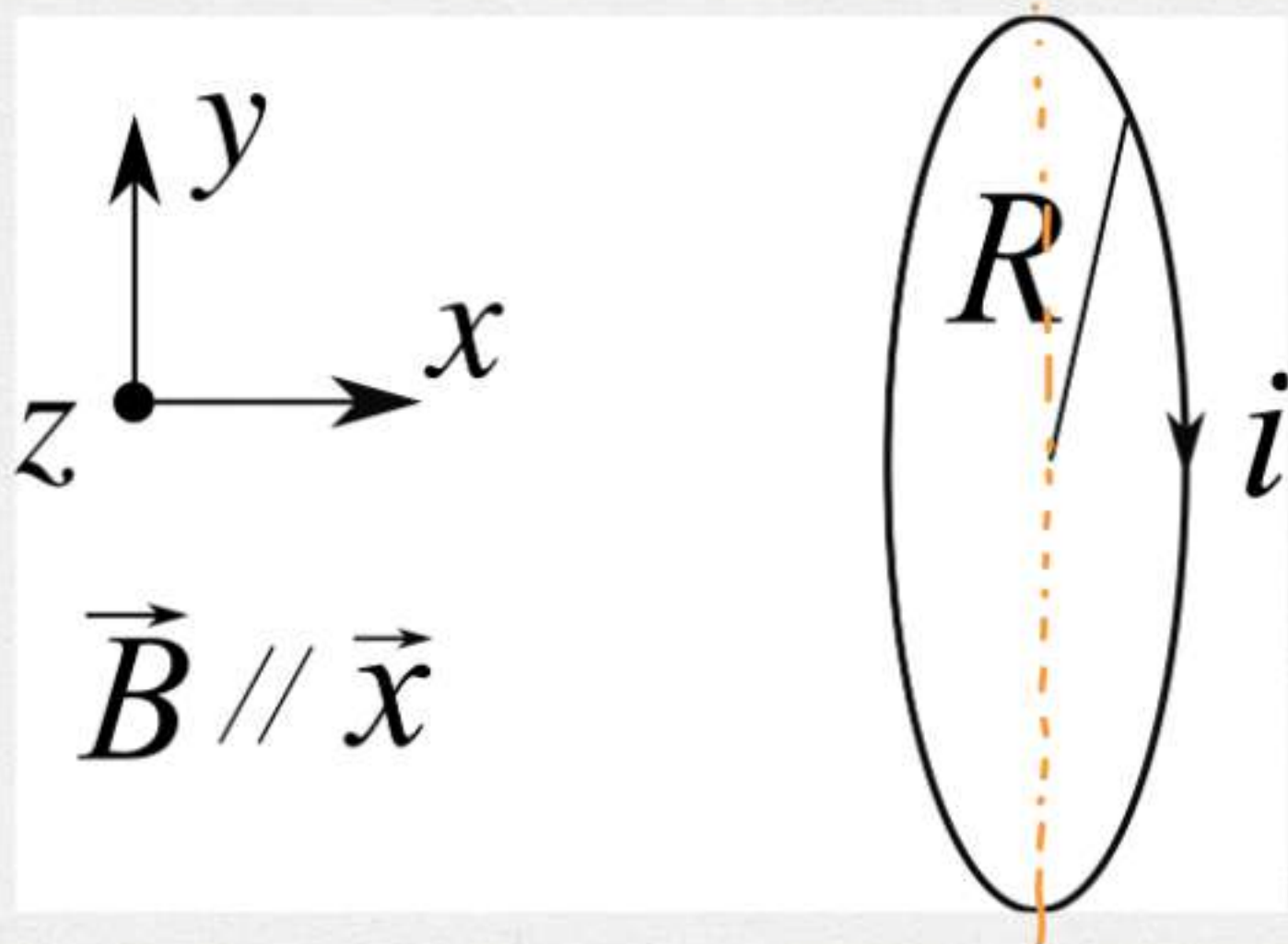
$$\vec{F}_g + \vec{F}_m = 0 \Rightarrow F_m - F_g = 0 \Rightarrow mg = F_m$$

$$\vec{F}_m = i \vec{b} \times \vec{B} \quad \begin{matrix} \text{ } \\ \text{ } \end{matrix} \quad \begin{matrix} i b B \hat{x} \times \hat{z} \\ b \parallel \hat{x} \end{matrix} = -i b B \hat{y}$$

$$\begin{matrix} \text{ } \\ \text{ } \end{matrix} \quad \begin{matrix} \hat{b} \parallel \hat{x} \\ \text{ } \end{matrix} \quad i b B \hat{x} \times \hat{z} = i b B \hat{y}$$

$$mg = i b B \Rightarrow B = \frac{mg}{ib} = 196 \text{ G}$$





$$\vec{B} = B_0 \hat{x}, I$$

1)  $\omega_0$  velocità angolare massima, calcolare  $\theta$  quando

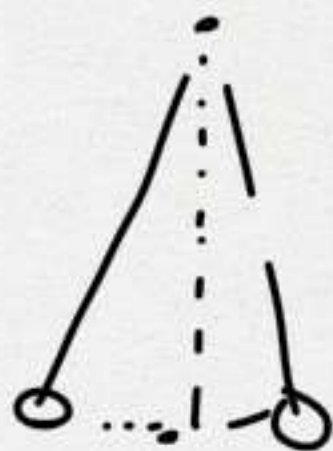
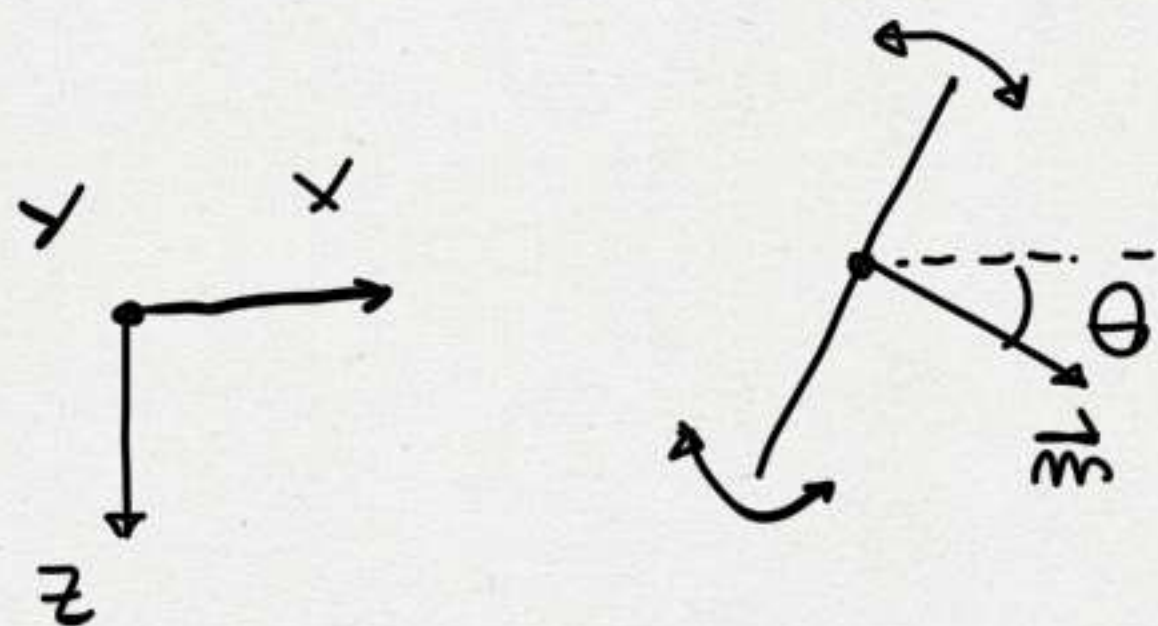
$$\omega = \frac{\omega_0}{3}$$

$$U_0 = \frac{1}{2} I \omega^2 - \vec{m} \cdot \vec{B} = \frac{1}{2} I \omega_0^2 - m B_0 \cos \theta \Rightarrow$$

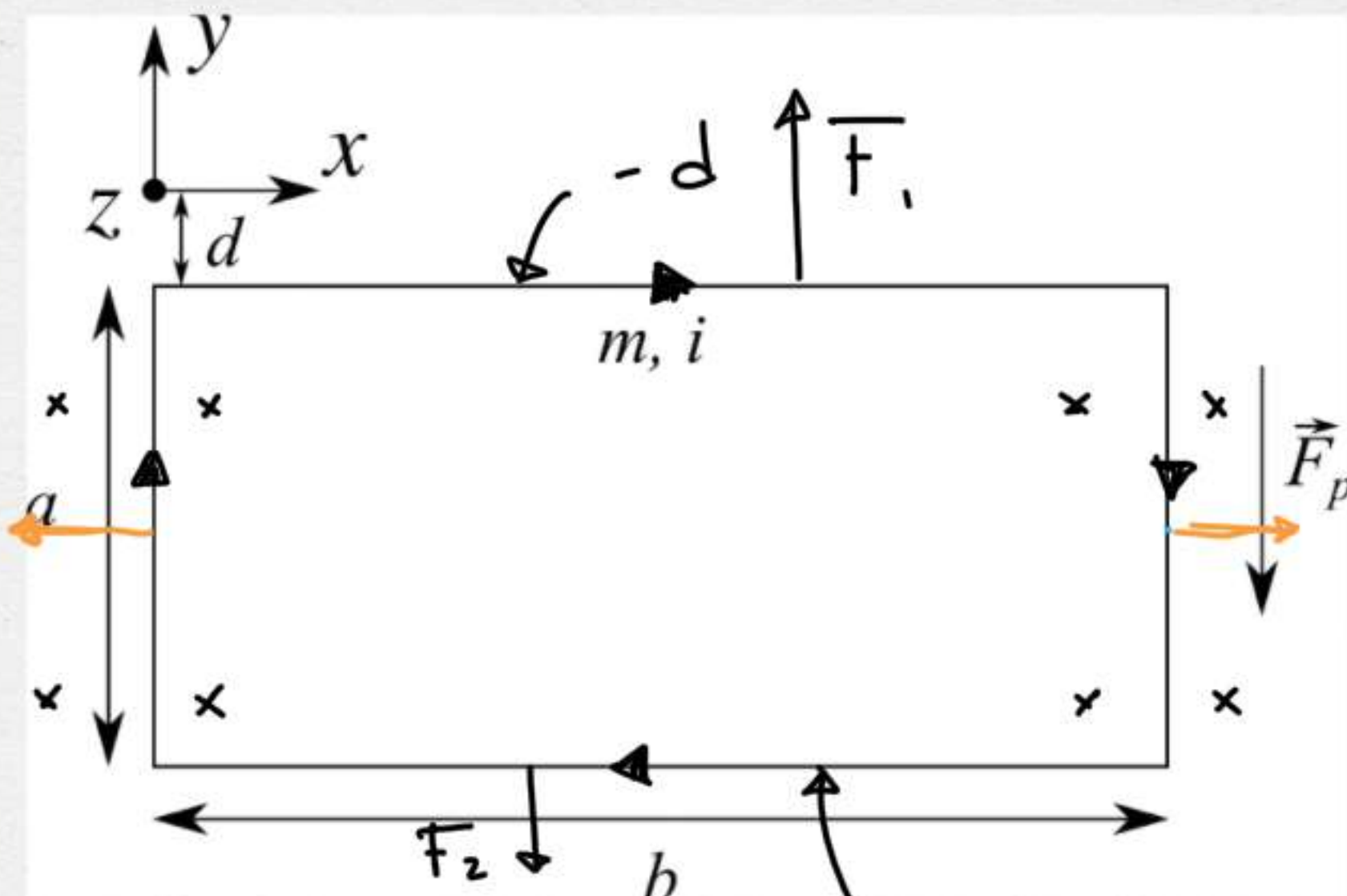
$$U_0 = \frac{1}{2} I \frac{\omega_0^2}{9} - m B_0 \cos \theta \Rightarrow$$

$$\cos \theta = \left( \frac{1}{2} I \frac{\omega_0^2}{9} - U_0 \right) \frac{1}{m B_0}$$

$$, m = i \Sigma = i \pi R^2$$







$$a = 40 \text{ cm}, b = 1 \text{ m}, m = 1 \text{ g}, d = 1 \text{ cm}$$

$$\vec{B} \parallel -\hat{z}, B(y) = \left| \frac{A}{y} \right|, A = 6 \cdot 10^{-6} \text{ Tm}$$

① determinare verso e intensità di  $i$

② si aggiunge un campo uniforme  $\vec{B}_{\text{add}} = B_{\text{add}} \hat{z}$ ,  
 $B_{\text{add}} = 1 \text{ T}$ . Come cambia  $i$ ?

NON CAMBIA

$$F = i l B \sin \theta$$

$$F_1 > F_2 \text{ perché } B(d) > B(a+d)$$

$$F_1 = F_2 + mg \Rightarrow i = \dots$$

$$\vec{F} = i \vec{l} \times \vec{B}_{\text{tot}} = i \vec{l} \times (\vec{B} + \vec{B}_{\text{add}}) = i \vec{l} \times \vec{B} + i \vec{l} \times \vec{B}_{\text{add}}$$