Default for MTH251 Exams The default category for questions shared in context 'MTH251 Exams'. top
Default for MTH251 The default category for questions shared in context 'MTH251'. Fill in the Blank (FBQs) FBQ1
A vector is a quantity specified by and
Magnitude and direction 1.0000000 *Magnitude direction* 1.0000000 *Magnitude, direction* 1.0000000 *Magnitude/direction* 1.0000000 FBQ2 Thevector coincides with the origin
Zero vector 1.0000000 *Zero* 1.0000000 FBQ3 Suppose a=(ax,ay,az) and b=(bx,by,bz) are two vectors, then the expression ax+bx,ay+by,az+bz=
a+b 1.0000000 *a + b* 1.0000000 FBQ4 The three unit vectors i,j,kpointing in the directions of the x, y, z axis form what is known as
Orthonomal triad 1.0000000
0.0000000 FBQ5 A vector whose sense is merely conventional, and would be reversed by changing from a right-hand to a left-hand convention is called
Axial vector 1.0000000
0.0000000 FBQ6 The vector product of a vector with itself is the vector
Zero 1.0000000 *0*
1.0000000 FBQ7 A scalar quantity is specified by
Direction 1.0000000

```
0.0000000
FB08
For a vector field A the expression \nabla . A = i \partial A x \partial x + j \partial A y \partial y + k \partial A z \partial z is defined
*div A*
1.0000000
0.0000000
FBQ9
\nabla \times A = i \partial A \times \partial y - \partial A y \partial z + j \partial A \times \partial z - \partial A z \partial x + k (\partial A y \partial x - \partial A \times \partial y) is the expression for ______
*curl A*
1.0000000
0.000000
FBQ10
For two nonparallel vectors a and b drawn from 0 define a unique axis through 0
perpendicular to the plane containing a and b, the value absin\theta is the \_
*Vector product*
1.0000000
0.0000000
FB011
If \theta is the angle between the vectors a and b, then the ___ of their sum is
given by a2+b22abcos\theta
*Length*
1.0000000
0.000000
FBQ12
Any vector r can be written as a sum of three vectors along the three axes as R=
*xi + yj + xk*
1.0000000
0.000000
FBQ13
The basic equations of electromagnetic theory are _____ equations
*Maxwell's*
1.0000000
*Maxwell*
1.0000000
FBQ14
        force equation determines the force on a particle of charge q moving with
velocity v.
*Lorentz*
1.0000000
*Lorentz's*
1.0000000
FBQ15
A'=A-\nabla\Lambda is a ____ equation
*Transformation*
```

0.0000000 FBQ16 When there is no electric charge or current density, there aredimensional wave equations, which describe a wave propagating with velocity c
Three 1.0000000 *3* 1.0000000 FBQ17 For a static case, in which all the fields are time-independent; Maxwell's equations separate into a pair ofequations
Electrostatic 1.0000000
0.0000000 FBQ18 The magnetic dipole field has precisely the same form asthedipole field
Electric 1.0000000
0.0000000 FBQ19 The first two members of a family of quantities known as tensors are and
Scalars and vectors 1.0000000 *Scalars, vectors* 1.0000000 FBQ20 Scalars are called tensors of rank
Zero 1.0000000 *0* 1.0000000 FBQ21 The family of tensors of rank 2 are often called
Dyadic 1.0000000
0.0000000 FBQ22 Most frequently when one vector b is defined as a linear function of another vector a occurs
Tensor 1.0000000
0.0000000 FBQ23 Tensors are commonly denoted by capitals
Sans-serif capital 1.0000000

0.0000000 FBQ24 A tensor T has components
Nine 1.0000000 *9*
1.0000000 FBQ25 A vector a is called an/aof T if Ta=λa
Eigenvector 1.0000000
0.0000000 FBQ26 For a vector a if Ta=λa, λ is called the
Eigenvalue 1.0000000
0.0000000 FBQ27 Equivalently, Ta=λa may be written as T-λ1a=
0 1.0000000
0.0000000 FBQ28 When the density is a constant, the systems is said to be of
Uniform 1.0000000
0.0000000 FBQ29 A mass defined per unit volume is called density
Volume 1.0000000
0.0000000 FBQ30 We can define a mass per unit length or linear density when the particles occupy a
Line 1.0000000
0.0000000 FBQ31 When system of particles occupies a surface, we can define a surface density or mass per unit area
Continuous 1.0000000
0.0000000 FBQ32
Forces that change the distances between individual particles when applied to systems of particles are calledsystems

Deformable 1.0000000
0.0000000 FBQ33 A system in which the distance between any two specified particles remains the same regardless of applied forces is called
Rigid body 1.0000000
0.0000000 FBQ34 The number of coordinates required to specify the position of a system of one or more particles is called the number ofof the system
Degrees of freedom 1.0000000
0.0000000 FBQ35 The number of degrees of freedom for five particles moving freely in a plane is
Ten 1.0000000 *10* 1.0000000 FBQ36 A system consisting of N particles moving freely in space requires 3N to specify its position.
Coordinates 1.0000000
0.0000000 FBQ37 A constraint is if the particle is constrained to move along a surface which is in a plane
Holonomic 1.0000000
0.0000000 FBQ38 The total linear impulse is equal to the change in linear
Motion 1.0000000
0.0000000 FBQ39 A rigid body which can move freely in space has degrees of freedom
6 1.0000000 *Six* 1.0000000 FBQ40 In practice it is fairly simple to go from discrete to continuous systems by merely replacing summations by
Integration

1.0000000
0.0000000 FBQ41 If a system of particles is in a uniform gravitational field, the center of mass is sometimes called the
Centre of gravity 1.0000000
0.0000000 FBQ42 If Vv=drvdt=r'v is the velocity of mv, the p= ∑u=1Nmvvw=∑u=1Nmvrv' defines theof the system
Total momentum 1.0000000
0.0000000 FBQ43 The velocity v -of theis given by v-=dr-dt
Centre of mass 1.0000000
0.0000000 FBQ44 The total momentum of a system of particles can be found by multiplying the M of the system by the velocity v -
Total mass 1.0000000
0.0000000 FBQ45 If the resultant external force acting on a system of particles is zero, then the total remains constant
Momentum 1.0000000
0.0000000 FBQ46 The quantity $\Omega=\sum v=1Nmv(rvXVv)is$ called the total momentum of the system of particles about origin 0
angular 1.0000000
0.0000000 FBQ47 The sum $\Lambda=\sum v=1$ Nrv(rvXFv) is called the total external about the origin
Torque 1.0000000
0.0000000 FBQ48 The total external torque on a system of particles is equal to the time rate of change of angular momentum of the system, provided that the internal forces between particles are forces
Central 1.0000000

```
0.0000000
FB049
When all forces, external and internal, are conservative, we can define a total
     _ energy V of the system.
potential
1.0000000
0.0000000
FBQ50
If Tand Vare respectively the total kinetic energy and total potential energy of
a system of particles, then T + V= constant is called the principle of
       __for systems of particles.
*Conservation of energy*
1.0000000
0.000000
FBQ17
The first two members of a family of quantities known as tensors are {#1} and
{#2}
4689 4690,4691
FBQ17 {100:SHORTANSWER:%100%Scalars}
Scalars
1.0000000
FBQ17 {100:SHORTANSWER:%100%vectors}
vectors
1.0000000
Multiple Choice Questions (MCQs)
MCQ1
Geometrically, a vector is represented by _____
a line
0.000000
a dot
0.000000
a curve
0.0000000
an arrow
1.0000000
The scalar product of two vectors {\tt a} and {\tt b} is given by \_
a.bcos\theta
1.0000000
(a+b) \cos\theta
0.0000000
ab cos\theta
0.0000000
a . b sin\theta cos\theta
0.000000
The vector product of a vector with itself is the_____ vector
```

```
polar
0.0000000
zero
1.0000000
axial
0.000000
negative
0.000000
MCQ4
      _force equation determines the force on a particle of charge q moving with
velocity v.
Gauss
0.000000
Lorenzo
0.000000
Maxwell's
0.000000
Lorentz
1.0000000
The transformation A' = \nabla A is called a _____ transformation.
guage
1.0000000
guag
0.000000
Gauss
0.000000
grad
0.000000
How many coordinates are required to specify the position of a rigid body which
moves freely in space?
3
0.000000
4
0.0000000
1.0000000
2
0.0000000
MCQ7
What is the scalar vector of the two vectors a=(ax,ay,az) and b=(bx,by,bz)?
axbx+ayby+azbz
```

```
axbz+aybx
0.0000000
axby+aybz
0.000000
axbx-ayby-azbz
0.000000
MCQ8
The magnetic dipole field has precisely the same form as the _____dipole field.
electromagnetic
0.000000
electric
1.0000000
density
0.000000
electrostatic
0.000000
MC<sub>0</sub>9
The first two members of a family of quantities known as tensors are ____ and
scalars and tensor
0.0000000
vectors and magnitude
0.0000000
scalars and vectors
1.0000000
vectors and tensor
0.000000
MCQ10
Tensors are commonly denoted by ____ capitals
small
0.000000
sans
0.000000
serif
0.0000000
sans-serif
1.0000000
MCQ11
A tensor Thas _____ components.
6
0.000000
3
```

```
0.0000000
9
1.0000000
1
0.000000
MCQ12
A vector ais called an/a _____of T if Ta=\lambda a
eigenvector
1.0000000
eigenvalue
0.0000000
unit vector
0.000000
null vector
0.000000
MCQ13
Given that Ta=\lambda a, where T is a tensor, the number \lambda is called ___
eigenvector
0.0000000
eigenvalue
1.0000000
unit vector
0.000000
null vector
0.000000
MCQ14
Ta=λacan also be written as ___
T-\lambda 1=0
0.000000
T-λ1a=0
1.0000000
T+λ1=0
0.000000
T+λa=0
0.0000000
MCQ15
The total momentum of a system of particles can be found by multiplying the
total mass M of the system by the velocity v-of the _____
center of mass
1.0000000
center of gravity
0.0000000
gravitational field
```

```
force of attraction
0.0000000
MCQ16
A systems is said to be of uniform density when the density is _____
uniform
0.0000000
dense
0.000000
constant
1.0000000
normal
0.000000
MCQ17
Forces applied to systems of particles will change the distances between
individual particles. Such systems are often called ___ bodies
deformable
1.0000000
non-deformable
0.0000000
uniform
0.0000000
collapsible
0.000000
MCQ18
Mass per unit volume is known as ___
continuous system
0.000000
pressure
0.000000
surface area
0.000000
density
1.0000000
MCQ19
Vectors are tensors of rank ____
0
0.000000
3
0.000000
4
0.000000
1
```

1.0000000 MCQ20 Dyadic are members of the tensor family of rank
0
0.0000000 3
0.0000000 2
1.0000000 1
0.0000000 MCQ21 Forces that can change the distances between individual particles of agiven systems are called
deformable forces
1.0000000 contact forces
0.0000000 continuous forces
0.0000000 discrete force
0.0000000 MCQ22 A system in which the distance between any two particles remains constant regardless of the applied forces is called
rigid body
1.0000000 free body
0.0000000 static body
0.0000000 polar body
0.0000000 MCQ23 The number of degree of freedom of a system is the number of required to specify the position of a system of one or more particles.
forces
0.0000000 system
0.0000000 particles
0.0000000 coordinates
1.0000000

```
The vector function r(t) = x(t)i + y(t)j + z(t)k from the origin to the particle
is called the _____ vector
null
0.0000000
position
1.0000000
commutative
0.000000
identity
0.000000
MCQ25
What is the number of degrees of freedom for five particles moving freely in
space?
15
1.0000000
0.0000000
0.000000
0.0000000
MCQ26
A system of N particles moving freely in space requires ____ to specify its
position.
 2N coordinates
0.000000
6N coordinates
0.000000
3Ncoordinates
1.0000000
N coordinates
0.000000
MCQ27
Surface density is defined as _
mass per unit area
1.0000000
mass per unit volume
0.0000000
volume per unit area
0.0000000
pressure per unit area
0.000000
MCQ28
```

MC024

A rigid body which can move freely in space has degrees of freedom.
6
1.0000000 10
0.0000000 2
0.0000000 1
0.0000000 MCQ29 To go from discrete systems to continuous systems, we simply replace summations by
multiplications
0.0000000 coordinates
0.0000000 differentiations
0.0000000 integrations
1.0000000 MCQ30 The principle of conservation of momentum states that
the resultant of the external forces acting on a system of particles is zero
1.0000000 the sum of some of the external forces acting on a system of particles is zero
0.0000000 $$ system of particles is under the state of motion under the action of an applied force
0.0000000 the resultant of the external forces acting on a system of particles is negligible
0.0000000 MCQ31 The center of mass for a body with uniform gravitational fieldis called
mass center
0.0000000 center of gravity
1.0000000 gravitational attraction
0.0000000 center of attraction
0.0000000 MCQ32 The number of degree of freedom of a particle moving freely in space is

```
5
0.0000000
1.0000000
2
0.000000
1
0.0000000
MCQ33
The velocity v-of the center of mass of an object is given by _
v-=drdt
0.000000
v-=ds-dt
1.0000000
v-=dr-dt
0.000000
v-=dr-dv
0.0000000
MC034
Which of the following is not correct?
Total momentum remains constant if the resultant external forces acting on a
system of particles is zero
0.000000
Total momentum is conserved if the resultant external forces acting on a system
of particles is zero
0.000000
If the resultant external forces acting on a system of particles is zero, the
center of mass is either at rest or in motion with constant velocity
0.0000000
Total momentum is zero if the resultant external forces acting on a system of
particles is conserved
1.0000000
MCQ35
The quantity
\Omega = \sum v = 1 Nmvrv*Vv
Is called _____ of the system of particles about origin 0.
the total momentum
0.0000000
the total circular momentum
0.0000000
the total angular momentum
1.0000000
the total angular moment
```

0.0000000 MCQ36 The total external torque on a system of particles is equal to the time rate of change of angular momentum of the system, provided that the internal forces between particles are forces.
Triangular
0.0000000 circular
0.0000000 angular
0.0000000 central
1.0000000 MCQ37 The total linear impulse of force is equal to the change in linear
momentum
1.0000000 torque
0.0000000 energy
0.0000000 force
0.0000000 MCQ38 If T and V are respectively the total kinetic energy and total potential energy of a system of particles, then the formulaT + V= constant is called thefor systems of particles.
the principle of conservation of momentum
0.0000000 the principle of conservation of potential energy
0.0000000 the principle of conservation of energy
1.0000000 uniform energy
0.0000000 MCQ39 Assuming that the total mass of a system of particles is located at the center of massO, then the total kinetic energy equals the kinetic energy of translation plus about the center of mass.
the kinetic energy motion
1.0000000 the kinetic energy force
0.0000000 the kinetic energy momentum

```
0.0000000
the kinetic energy moment
0.0000000
MC040
Which of the following is true for rigid bodies and for motion on curves and
surfaces without friction?
the virtual work of the constraint forces is zero
1.0000000
the virtual work of the constraint forces is negligible
0.000000
the virtual work of the constraint forces is infinity
0.000000
the virtual work of the constraint nonzero
0.000000
MCQ41
If F is the total external force acting on a system of particles, then which of
the following best describes the total linear impulse of the force?
∫t1t2Ft
0.0000000
[t1t2Fdt
1.0000000
∫Fdt
0.0000000
∫t1t2dF
0.0000000
MCQ42
Let \theta is the angle between two vectors a and b, then the length of their suma+b2
is given by
a2+b2+2ab sinθ
0.000000
a2+b2+2ab cosθ
1.0000000
a2-b2+ab cosθ
0.0000000
a+b+2ab cosθ
0.000000
MCQ43
The divergence of the vectorrt=3xyz2i+2xy3j+x2yzk at the point (1,-1,1) is
4
1.0000000
- 4
```

3

```
0.0000000
5
0.0000000
MC044
What is the speed of a body whose position vector isrt=cost i+sint j+t k?
sintj
0.000000
2j+2k(
0.000000
2
1.0000000
2 ti+2tj
0.000000
MCQ45
The displacement vector \Delta r = rt + \Delta t - r(t) is used to represent
change in speed
0.0000000
change in temperature
0.0000000
change in position
1.0000000
change in speed
0.000000
MCQ46
A system of particles will be in stable equilibrium if the potential Vof the
system is _
a maximum
0.000000
a minimum.
1.0000000
negative
0.000000
a torque
0.000000
MCQ47
The three basic notions for analyzing motion are position, velocity, and
acceleration
1.0000000
momentum
0.000000
viscosity
0.000000
motion
```

```
0.0000000
MCQ48
The rate of change of velocity with respect to time is called the _____
acceleration
1.0000000
momentum
0.000000
viscosity
0.0000000
motion
0.000000
MCQ49
The speed v of a particle is defined to be the rate of change of distance along
the path with respect to __
speed
0.000000
rate
0.0000000
motion
0.0000000
time
1.0000000
MCQ50
Which is the acceleration of a body whose position vector isrt=cost i+sint j+t
sintj
0.0000000
-cos ti+sintj(
0.0000000
 -cos ti-sintj
1.0000000
cos ti+sintj
0.000000
```