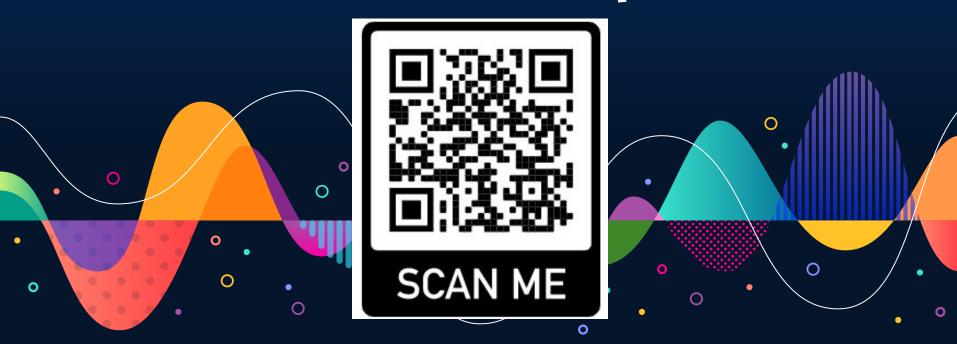
PHYS211 Exam 1 Prep

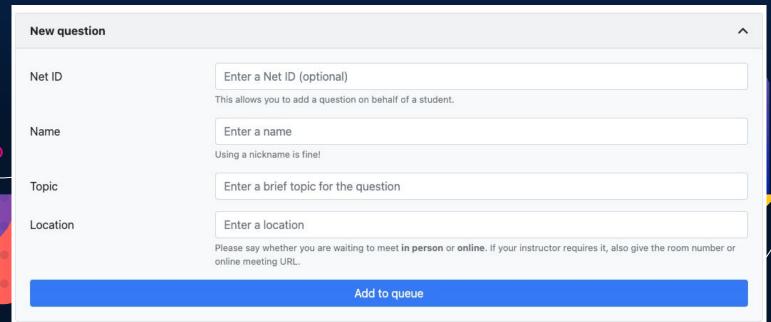




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CARE / CARE PHYS 211 Exam Review



Overview Quick bits of info to know 0 0

Newton's Laws

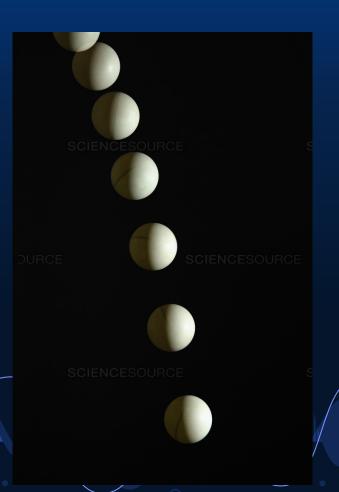


- Ist Law: Velocity of an object is constant if the sum of forces on the object is zero, F=O ⇔ dv/dt=O ⇔ a=O (Inertia)
- 2nd Law: The net force on an object is equal to its mass times its acceleration, F=ma
- 3rd Law: Any forces acting on an object will have an equal and opposite reaction, $F_{a,b} = -F_{b,a}$
- These equations are true for all interactions in Phys 211!
 Note that the forces and acceleration are vectors;
 direction matters

1-D, 2-D Kinematics



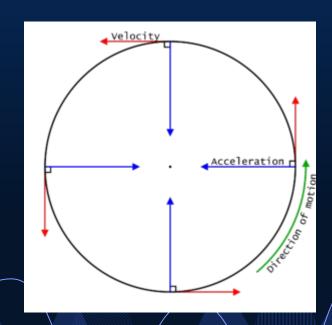
- Equations associated with Kinematics:
 - $\mathbf{v} = \mathbf{v}_0 + \mathbf{at}$
 - $r = r_0 + v_0 t + \frac{1}{2} a t^2$
 - r is the position in x or y (at time t)
 - $v^2 = v_0^2 + 2 a (x x_0)$



Relative, Circular Motion



- The Centripetal force is a fictitious force, meaning that it is a result of other forces acting on a system to make it go in circular motion
- Centripetal acceleration, for circular motion, is always radially inwards and the velocity is tangential to the path



Kinematics

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- Projectile Motion
 - X direction: v is constant, a = 0
 - Y direction: v at top = 0, a = g
 - Remember, time is the same in both x/y
 - Break up velocity into components if needed

Circular Motion

- Acceleration always points inward
- **v**=**ωr** (and is tangential to path)
- Direction of individual forces can be different at different positions of the circle

Forces

- Conservative
 - Weight (gravity)
 - Spring Force: $\mathbf{F}_{\varsigma} = -\mathbf{k} \Delta \mathbf{x}$

- Nonconservative
 - Normal: Perpendicular to an object's surface by below surface
- Potential Energy difference
 Tension: points away from object
 - Friction: $\mathbf{f} = \mu \mathbf{N}$, opposes motion

- **Equal & Opposite Forces**
- X and Y components still apply, especially for ramp problems
- Free Body Diagrams:
 - The net force is NOT drawn on the free body diagram
 - Only draw external forces acting on the object

Friction



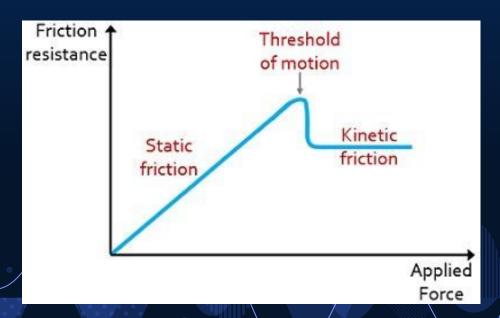
★ Friction is a force that opposes the direction of motion

Kinetic Friction:

$$f_k = \mu_k N$$

Static Friction:

$$f_s \leq \mu_s N$$



Problem Solving Some Steps to Follow If You're Lost

Kinematics



How to Identify:

- Projectile Motion
- Given x/v/a
- Relative Motion



Kinematics



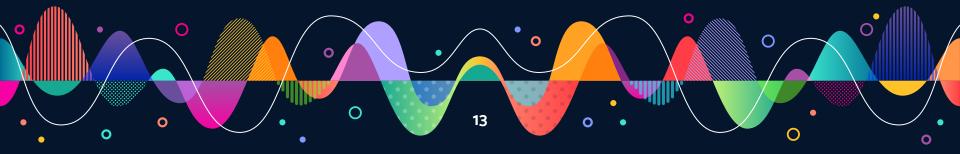
- List given variables
 - In both x and y directions
- Match up to kinematics equations on equation sheet
- Remember to watch out for Relative Motion

Forces



How to Identify:

- Springs
- Mass Sliding
- Ramps
- Strings



Forces



- ALWAYS start with Free Body Diagrams
- Write **F=ma** equations
 - In both x and y directions
 - Pay close attention to the <u>SIGNS</u> of your variables!
- Solve for the unknown variable(s) in the problem

Worksheet Time!

Enter Queue with your name and net ID:

By entering the queue, you help us:

- -Reserve a big enough space at the next review session
- -Assign enough tutors for everyone

to have access to help

Thank you!



