

Physics – Grade 10



Rest and Motion in Physics

Rest



Motion



Unit Four Mechanics

Chapter 14

Description of motion

Prepared & Presented by: **Mr. Mohamad Seif**



OBJECTIVES

1 Introduction about mechanics

2 Definition of motion

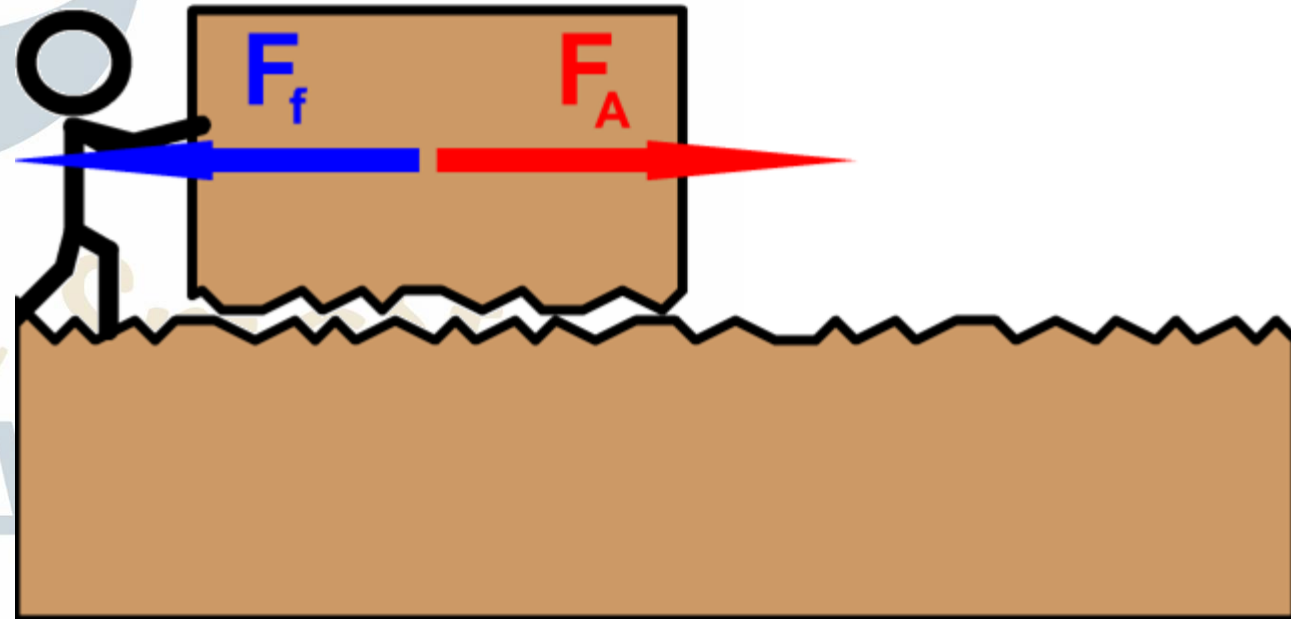
2 Space and time frames of reference:

Definition of mechanics



What is “Mechanics”?

Mechanics is a branch of physics that studies the state (motion or rest) of an object (or system) and taking into consideration its causes.



Definition of mechanics



Mechanics

A large, faint watermark of a graduation cap and a star is centered in the background of the slide, behind the main diagram.

Kinematics

Concerned with the description of motion without reference to the cause of motion

Statics

Concerned with analysis of loads (forces, torque...) acting on a system during static equilibrium

Dynamics

Concerned with the study of motion with reference to the cause of motion (force, energy...)

Definition of mechanics



Types of motion

Translational motion

Rotational motion

Combined motion

Rectilinear motion

Curvilinear motion

Circular motion

Definition of motion

Rest & motion:

The terms “at rest” or “in motion” are **relative** and depend on the **chosen reference**.

The same object may be at rest with respect to a certain observer and in motion with respect to another.



B is at **rest** relative to A

C is in **motion** relative to A

C is in **motion** relative to B

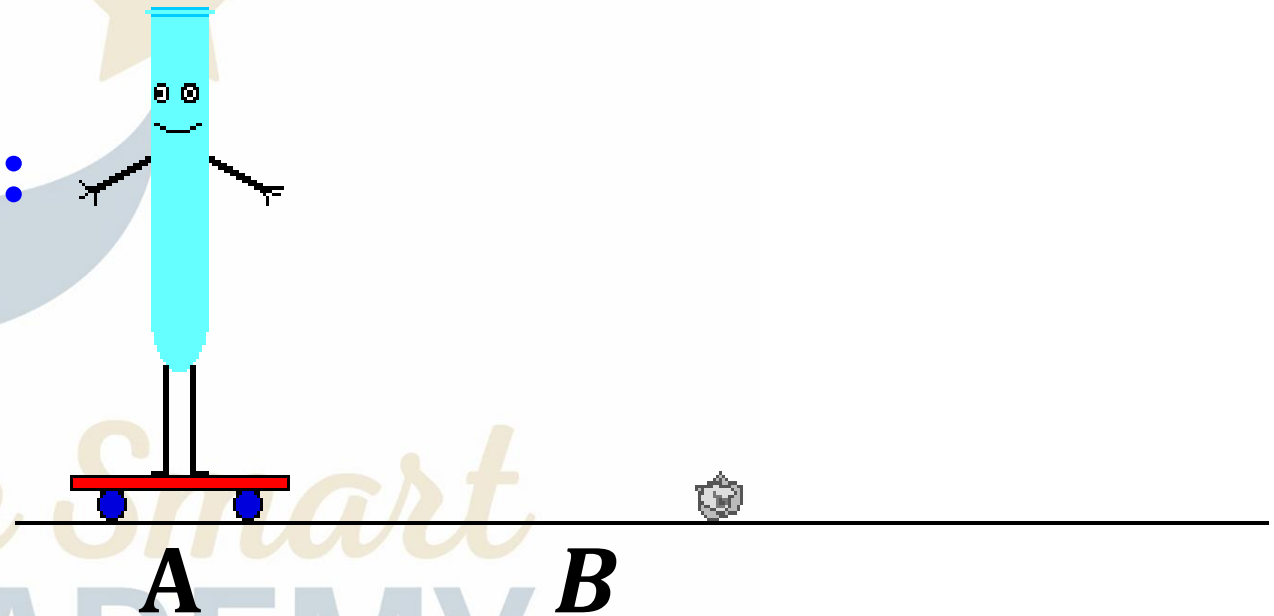
Definition of motion



Motion is defined as a change of position of a body relative to a **reference point**.

Trajectory of a moving object:

The trajectory of motion is the path described by this object during its motion.



The trajectory of rectilinear motion is **straight line**.

Space and time frames of reference:

The space frame of reference is used to determine the position and the distance covered by a moving object in this frame.

The origin of the reference is the point of observation of the motion.

The space reference system of a particle moving on a rectilinear trajectory is denoted by $(0, \vec{l})$.

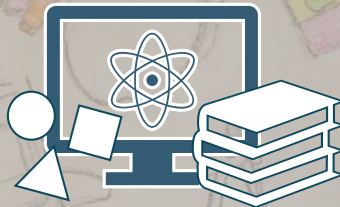


Space and time frames of reference:

- The choice of a time reference is used to know the instant of an event and to determine the duration of motion.
- The time $t_0 = 0\text{s}$ is taken to be the **origin of time** of most events, where it indicates the instant of starting the studying of the motion and not necessarily the instant of starting the motion.



The End



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OBJECTIVES

1 Position vector

2 Distance and Displacement

ACADEMY

Position vector

- The rectilinear motion of a body M is studied with respect to the frame (O, \vec{l}) , of origin O.
- The position of the body at the origin of time $t_0 = 0$, is at O such that $x_0 = 0$ and its position at an instant t , is $x = OM$.
- The position vector, at an instant t , is:

$$\vec{r} = \overrightarrow{OM} = x\vec{l}$$



Position vector

Characteristic of the position vector $\overrightarrow{OM_1}$:

- **Origin:** O
- **Line of action:** The horizontal line holding O and M_1



- **Direction:** The motion is from O to M_1 : To right
- **Magnitude:** $|\vec{r}_1| = |\overrightarrow{OM_1}|$

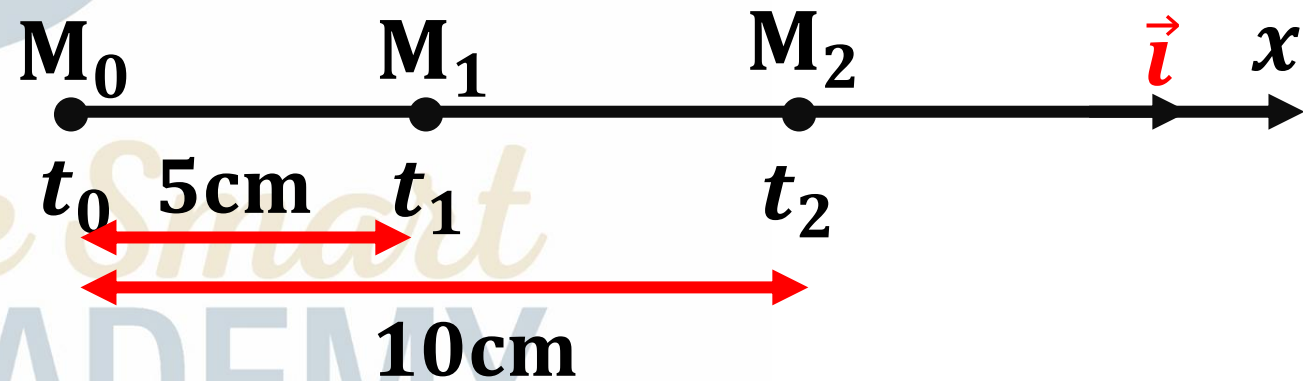
Position vector

Application 1:

Consider a particle moving along the x -axis and starting from M_0 at $t_0 = 0$.

The particle passes through M_1 then M_2 as shown in the figure.

1. What is the nature of motion? Justify.



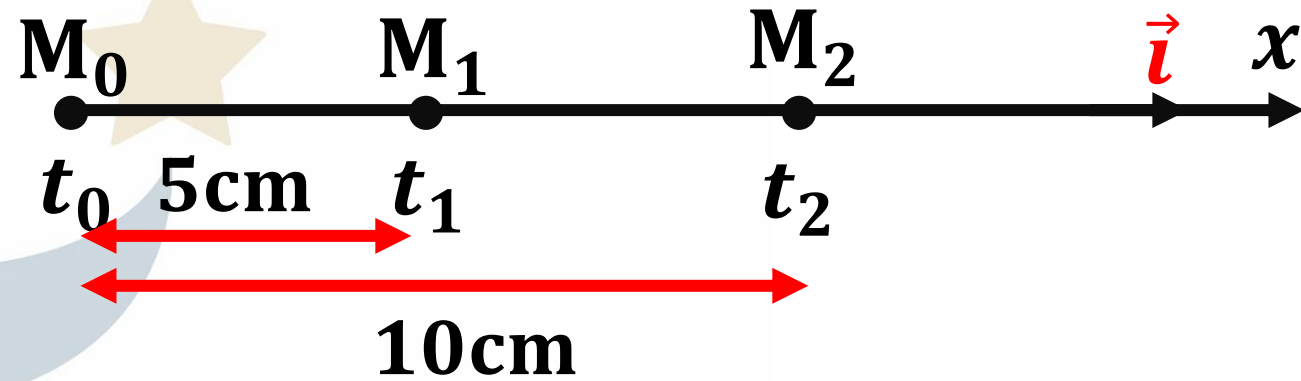
Since the particle moves on a straight line, the motion is rectilinear

Position vector



2. Determine the position vector $\overrightarrow{M_0M_1}$.

$$\overrightarrow{M_0M_1} = \vec{r}_1 = x\vec{i} = 5\vec{i}$$



3. Determine the position vector $\overrightarrow{M_0M_2}$.

$$\overrightarrow{M_0M_2} = \vec{r}_2 = x\vec{i} = 10\vec{i}$$

Position vector

5. Determine the characteristics of the position vector $\overrightarrow{M_0M_1}$.

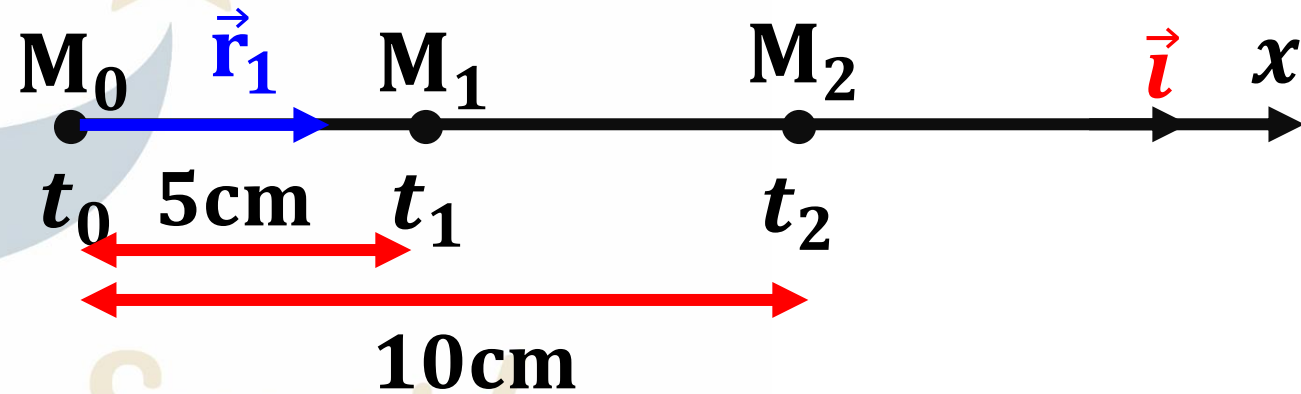
- **Origin:** M_0

- **Line of action:**

The horizontal line holding
 M_0 and M_1

- **Direction:** To the right

- **Magnitude:** $|\vec{r}_1| = |\overrightarrow{M_0M_1}| = 5\text{cm}$

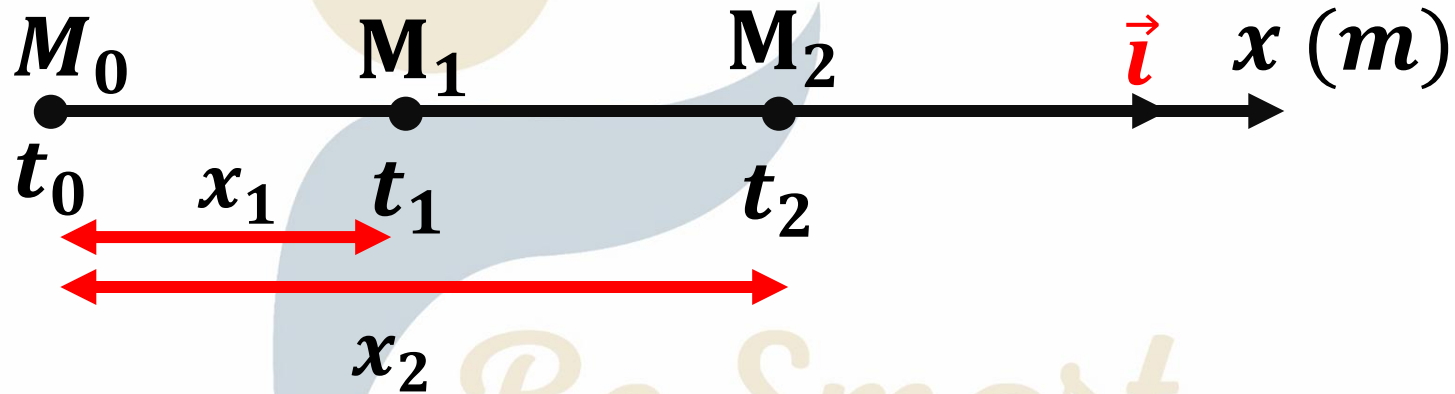


Distance and Displacement



The displacement:

The displacement is the change in position vector between two points.



$$\overrightarrow{\Delta r} = \vec{r}_2 - \vec{r}_1 = \overrightarrow{M_0 M_2} - \overrightarrow{M_0 M_1} = (x_2 - x_1)\vec{i}$$

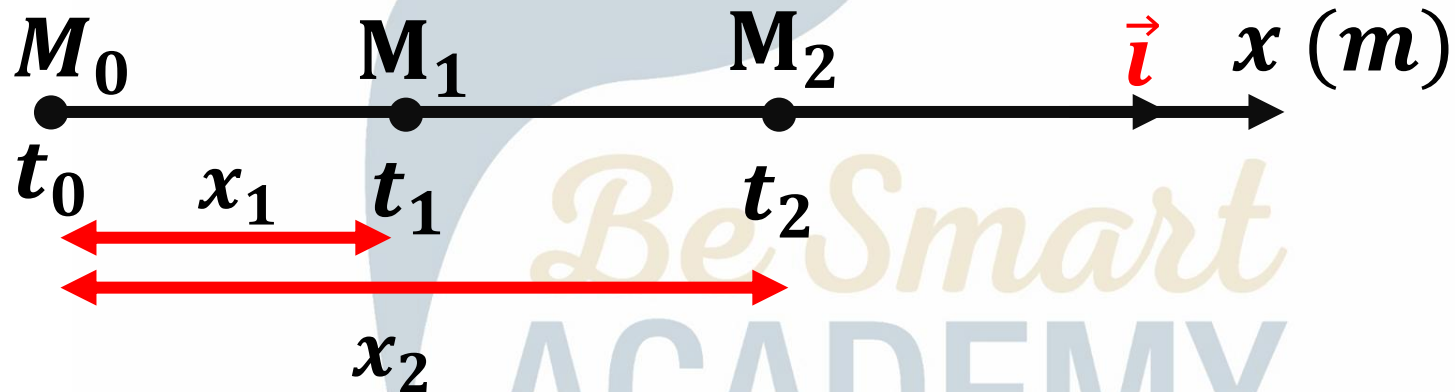
Distance and Displacement



Distance:

The actual distance covered by a moving particle in an interval of time.

The distance is a scalar quantity, and its SI unit is meter [m].



$$|\Delta x| = |\Delta \vec{r}| = \left| \overrightarrow{M_0 M_2} - \overrightarrow{M_0 M_1} \right| = |x_2 - x_1|$$

Distance and Displacement



Application 2:

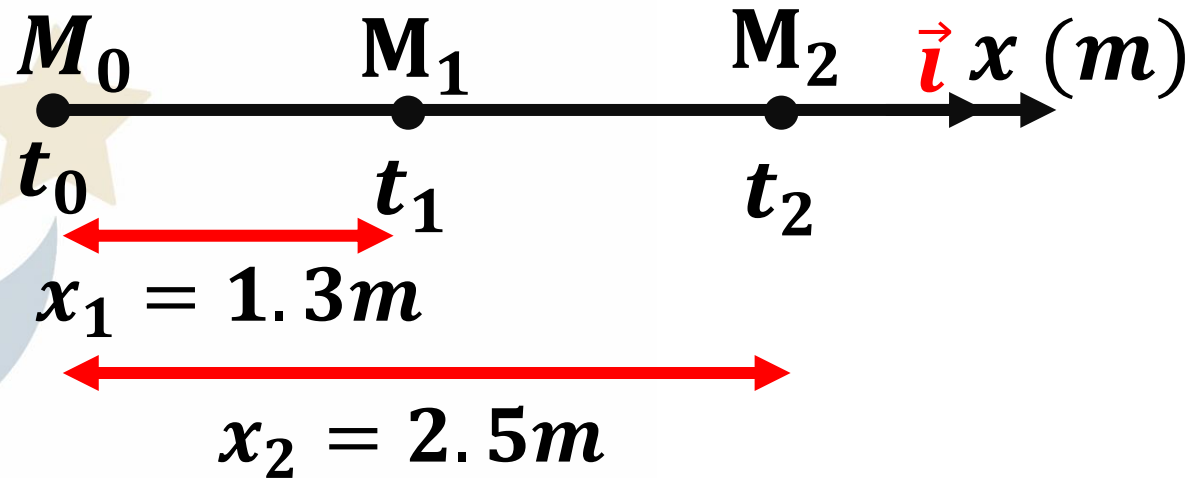
1. Determine the displacement vector.

$$\overrightarrow{\Delta r} = \vec{r}_2 - \vec{r}_1 = \overrightarrow{M_0 M_2} - \overrightarrow{M_0 M_1}$$

$$\overrightarrow{\Delta r} = (x_2 - x_1)\vec{i}$$

$$\overrightarrow{\Delta r} = (2.5 - 1.3)\vec{i}$$

$$\overrightarrow{\Delta r} = 1.2\vec{i}$$



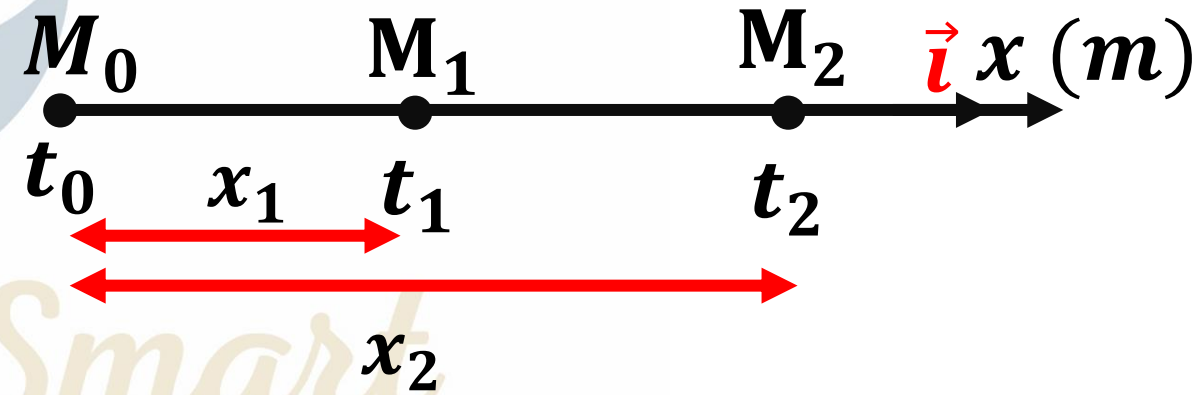
Distance and Displacement



$$\overrightarrow{\Delta r} = 1.2\vec{i}$$

2. Determine the distance covered during the motion of the particle M between the two instants.

$$\begin{aligned} |\Delta x| &= |\Delta \vec{r}| = |\overrightarrow{M_0 M_2} - \overrightarrow{M_0 M_1}| \\ &= |x_2 - x_1| \end{aligned}$$



$$|\Delta x| = |\Delta \vec{r}| = 1.2m$$

The End



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Unit Four Mechanics

Chapter 14

Description of motion

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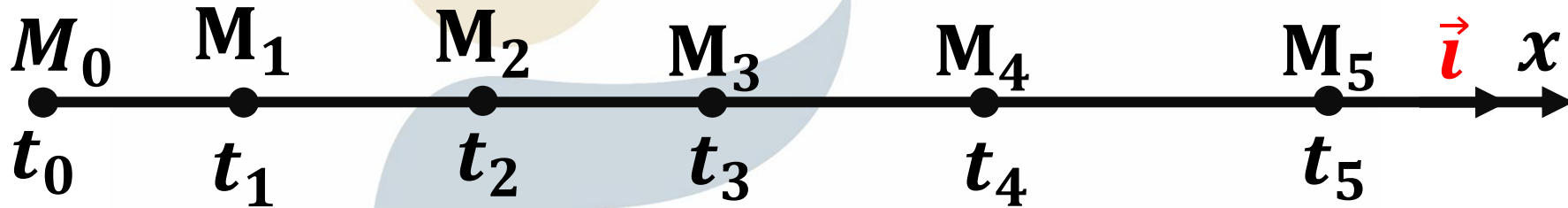
OBJECTIVES

- 1 To calculate average & instantaneous speed**
- 2 To determine the average & instantaneous velocity vector**

Speed and velocity



To study the motion of a moving particle M , the positions of the particle designated by $M_0 \dots M_5$ are taken over regular time intervals τ .



We must distinguish between the following:

1. The average speed.
2. Instantaneous speed.
3. The average velocity vector.
4. The instantaneous velocity vector

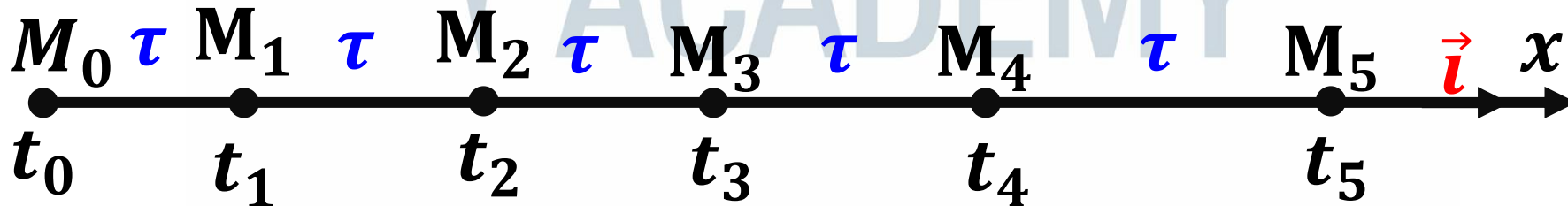
Speed and velocity

Average speed (V_{av}):

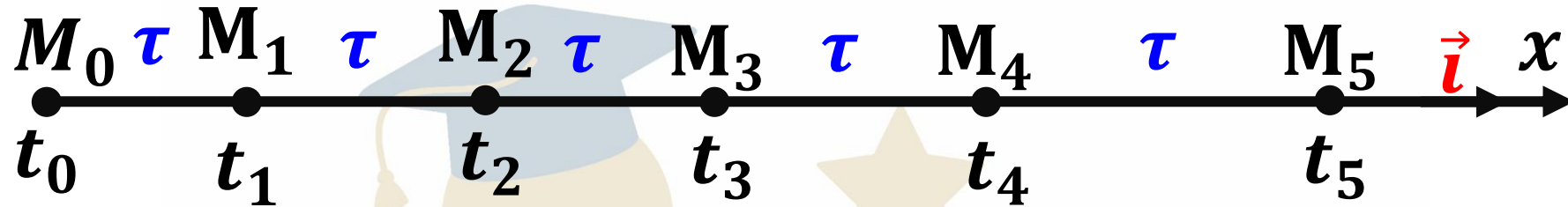
The average speed (**m/s**) **between two points** is the ratio of the total distance traveled to the total duration needed to travel this distance.

$$V_{av} = \frac{\text{distance traveled}}{\text{needed time}} = \frac{d}{\Delta t}$$

Consider a puck moving on an air table, with a time interval between two consecutive points is τ



Speed and velocity



The average speed between M_2 & M_4 is:

$$V_{2,4} = \frac{M_2 M_4}{t_4 - t_2} = \frac{M_2 M_4}{4\tau - 2\tau}$$

$$V_{2,4} = \frac{M_2 M_4}{2\tau}$$

The average speed between M_1 & M_5 is:

$$V_{1,5} = \frac{M_1 M_5}{t_5 - t_1} = \frac{M_1 M_5}{5\tau - \tau}$$

$$V_{1,5} = \frac{M_1 M_5}{4\tau}$$

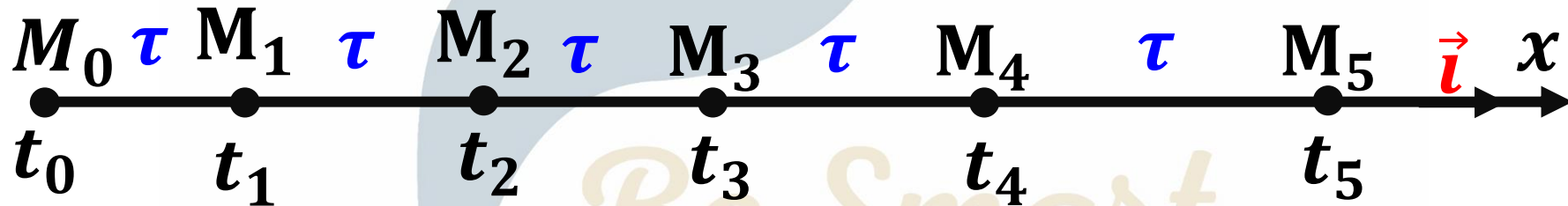
Speed and velocity



Instantaneous speed (V):

The average speed is not accurate to describe the motion.

The **Instantaneous speed (V)** at instant t is the speed of the moving body at specific time (t).



$$V_4 = \frac{M_3 M_5}{t_5 - t_3} = \frac{M_3 M_5}{2\tau}$$

$$V_2 = \frac{M_1 M_3}{t_3 - t_1} = \frac{M_1 M_3}{2\tau}$$

$$V_3 = \frac{M_2 M_4}{t_4 - t_2} = \frac{M_2 M_4}{2\tau}$$

Speed and velocity



Application 3:

A puck moves without initial speed on an air table. The time interval between two consecutive points is $\tau = 60\text{ms}$.

1. Determine the average speed of the puck between $V_{1,2}$, $V_{2,5}$, and $V_{1,5}$.
2. Determine the instantaneous speeds V_3 , & V_4 of the puck at the instants t_3 , & at t_4 .

A horizontal line represents the path of a puck on an air table. Six points are marked along the line, labeled M_0 , M_1 , M_2 , M_3 , M_4 , and M_5 from left to right. Below the line is a table with two rows. The first row contains the intervals between the points: M_0M_1 , M_1M_2 , M_2M_3 , M_3M_4 , and M_4M_5 . The second row contains the corresponding distances in centimeters: 0.5cm, 1.5cm, 2.5cm, 3.5cm, and 4.5cm.

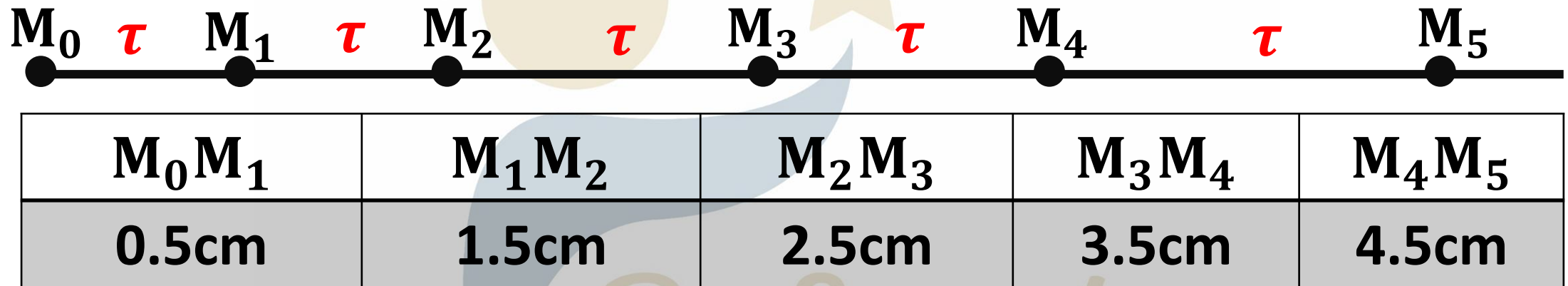
M_0M_1	M_1M_2	M_2M_3	M_3M_4	M_4M_5
0.5cm	1.5cm	2.5cm	3.5cm	4.5cm

Speed and velocity



1. Determine the average speed of the puck between

$V_{1,2}$, $V_{2,5}$, and $V_{1,5}$.



$$V_{1,2} = \frac{M_1M_2}{t_2 - t_1} = \frac{M_1M_2}{\tau} \Rightarrow V_{1,2} = \frac{(1.5 \times 10^{-2})m}{(60 \times 10^{-3})s}$$

$$V_{1,2} = 0.25m/s$$

Speed and velocity



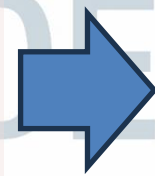
M_0M_1	M_1M_2	M_2M_3	M_3M_4	M_4M_5
0.5cm	1.5cm	2.5cm	3.5cm	4.5cm

$$V_{2,5} = \frac{M_2M_5}{t_5 - t_2}$$



$$V_{2,5} = \frac{M_2M_5}{3\tau}$$

$$V_{2,5} = \frac{(2.5 + 3.5 + 4.5) \times 10^{-2}}{(3 \times 60 \times 10^{-3})s}$$



$$V_{2,5} = \frac{10.5 \times 10^{-2}}{(180 \times 10^{-3})}$$

$$V_{2,5} = 0.583m/s$$

Speed and velocity



M_0M_1	M_1M_2	M_2M_3	M_3M_4	M_4M_5
0.5cm	1.5cm	2.5cm	3.5cm	4.5cm

$$V_{1,5} = \frac{M_1M_5}{t_5 - t_1}$$



$$V_{1,5} = \frac{M_1M_5}{4\tau}$$

$$V_{1,5} = \frac{(1.5 + 2.5 + 3.5 + 4.5) \times 10^{-2}m}{4 \times 60 \times 10^{-3}s}$$



$$V_{1,5} = \frac{12 \times 10^{-2}m}{240 \times 10^{-3}s}$$

$$V_{1,5} = 0.5m/s$$

Speed and velocity

2. Determine the instantaneous speeds V_3 & V_4 of the puck at the instants t_2 , & at t_3 .



M_0M_1	M_1M_2	M_2M_3	M_3M_4	M_4M_5
0.5cm	1.5cm	2.5cm	3.5cm	4.5cm

$$V_3 = \frac{M_2M_4}{t_4 - t_2}$$



$$V_3 = \frac{M_2M_4}{2\tau}$$

$$V_3 = \frac{(1.5 + 2.5) \times 10^{-2}m}{(2 \times 60 \times 10^{-3})s}$$



$$V_3 = 0.333m/s$$

Speed and velocity



M_0M_1	M_1M_2	M_2M_3	M_3M_4	M_4M_5
0.5cm	1.5cm	2.5cm	3.5cm	4.5cm

$$V_4 = \frac{M_3M_5}{t_5 - t_3}$$



$$V_4 = \frac{M_3M_5}{2\tau}$$

$$V_4 = \frac{(2.5 + 3.5) \times 10^{-2} m}{(2 \times 60 \times 10^{-3}) s}$$



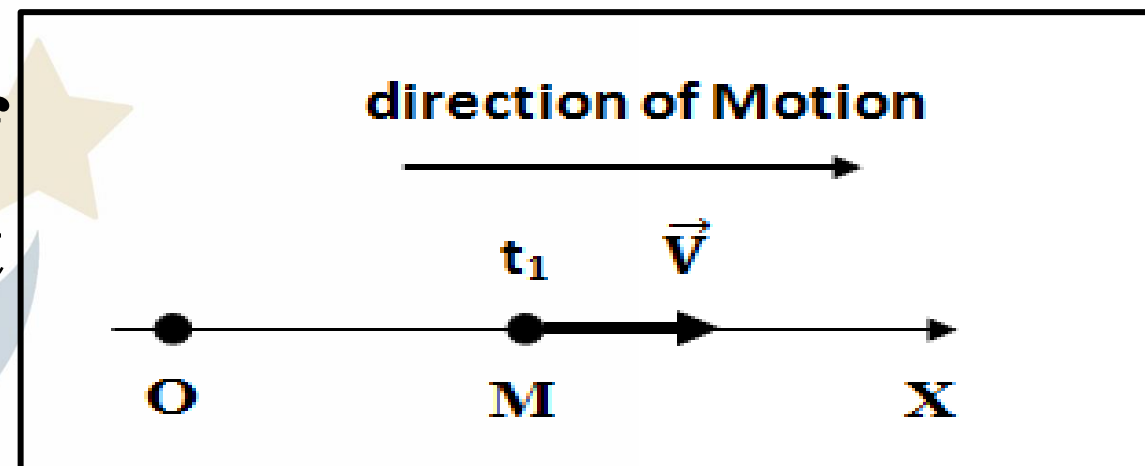
$$V_4 = 0.5 m/s$$

Speed and velocity



The velocity vector (\vec{V}):

The velocity vector is the rate of change of position with respect to time.



Velocity (m/s) represents how fast an object moves with direction.

The velocity is a vector whose magnitude is called speed, and its sign depends on the direction of motion $\vec{V} = V \cdot \vec{i}$.

Speed and velocity



The average velocity vector (\vec{V}_{av}):

The average velocity measures the variation of the position vector of a moving particle during an interval of time
The average velocity is represented by the vector:

$$\vec{V}_{av} = \frac{\Delta \vec{r}}{\Delta t} = \frac{(x_2 - x_1) \cdot \vec{i}}{t_2 - t_1}$$

Speed and velocity



The instantaneous velocity vector (\vec{V}_{av}):

The instantaneous velocity measures the variation of the position vector of a moving particle w. r. t time at a given instant.

The instantaneous velocity is represented by the vector:

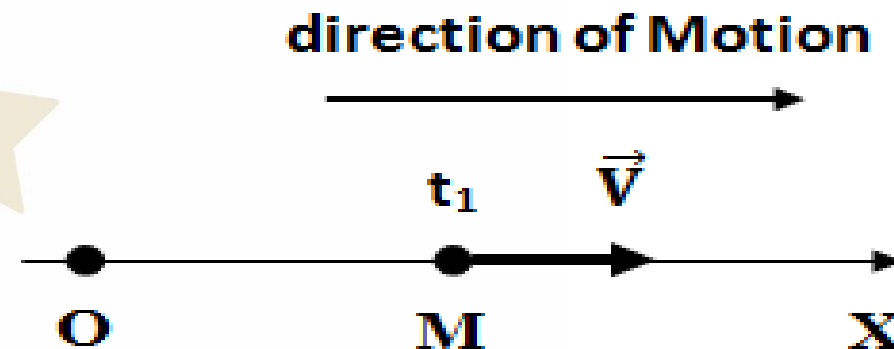
$$\vec{V} = V \cdot \vec{i}$$

Where V is the instantaneous speed.

Speed and velocity



Characteristics of velocity vector:



Origin	point M
Line of action	horizontal and rectilinear.
Direction:	To the right
Magnitude:	Is the speed at point M, to be calculated

Speed and velocity

Application 4: A puck moves without initial speed on an air table as shown.

The time interval between two consecutive points is $\tau = 60ms$.

1. Calculate the instantaneous speed at M_3 .
2. Determine the characteristics of the velocity vector at t_3 .

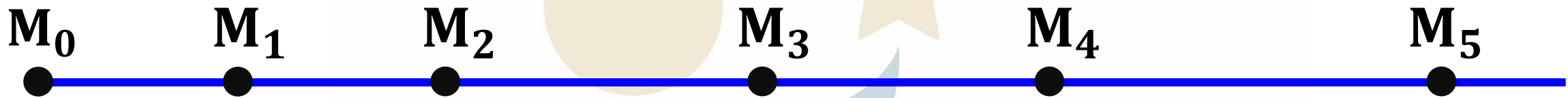


M_0M_1	M_1M_2	M_2M_3	M_3M_4	M_4M_5
0.5cm	1.5cm	2.5cm	3.5cm	4.5cm

Speed and velocity

$$\tau = 60ms = (60 \div 1000) = 0.06 s$$

1. Calculate the instantaneous speed at M_3 .



M_0M_1	M_1M_2	M_2M_3	M_3M_4	M_4M_5
0.5cm	1.5cm	2.5cm	3.5cm	4.5cm

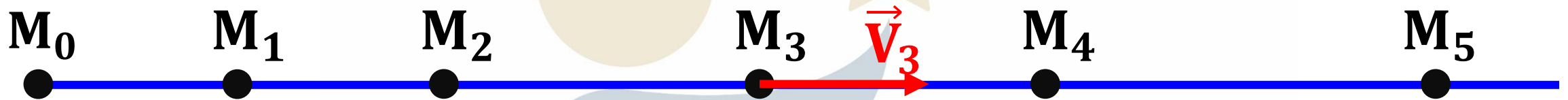
$$V_3 = \frac{M_2M_4}{t_4 - t_2} \Rightarrow V_3 = \frac{M_2M_4}{2\tau} \Rightarrow V_3 = \frac{(4 \times 10^{-2})m}{(2 \times 0.06)}$$

$$V_3 = 0.333m/s$$

Speed and velocity

$$\tau = 0.06 \text{ s}; V_3 = 0.375 \text{ m/s}$$

2. Determine the characteristics of the velocity vector at t_3 .



Origin	point M_3
Line of action	horizontal and rectilinear.
Direction:	To right
Magnitude:	$V_3 = 0.333 \text{ m/s}$

The End



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Motion



Unit Four Mechanics

Chapter 14

Description of motion

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OBJECTIVES

- 1 To calculate average & instantaneous acceleration**
- 2 To determine the characteristics of acceleration vector.**

Acceleration and acceleration vector

Acceleration (a):

Acceleration is a quantity used to describe the variations of the speed of a moving particle with respect to time.

$$a = \frac{\text{change of velocity}}{\text{change of time}} = \frac{\Delta V}{\Delta t}$$

The acceleration expressed in is m/s^2

1. Average acceleration.
2. Instantaneous acceleration.
3. Acceleration vector (average and Instantaneous) .

Acceleration and acceleration vector



Average acceleration:

Average acceleration is the variation of the speed of a moving particle between **two instants** with respect to time.



$$a_{av} = \frac{\Delta V}{\Delta t} = \frac{V_f - V_i}{t_f - t_i}$$

Acceleration and acceleration vector

$$a_{av} = \frac{\Delta V}{\Delta t} = \frac{V_f - V_i}{t_f - t_i}$$



The average acceleration between M_1 & M_4 is:

$$a_{1,4} = \frac{V_4 - V_1}{t_4 - t_1}$$

The average acceleration between M_2 & M_5 is:

$$a_{2,5} = \frac{V_5 - V_2}{t_5 - t_2}$$

Acceleration and acceleration vector



Average acceleration vector (\vec{V}_{av}):

Average acceleration vector is a vector represent the variation of the speed of a moving particle between **two instants** with respect to time.

$$\vec{a}_{av} = \frac{\Delta \vec{V}}{\Delta t} = \frac{\vec{V}_f - \vec{V}_i}{t_f - t_i}$$

Acceleration and acceleration vector

Application 5: The figure below shows the positions of a puck during an intervals of time $\tau = 60ms$.

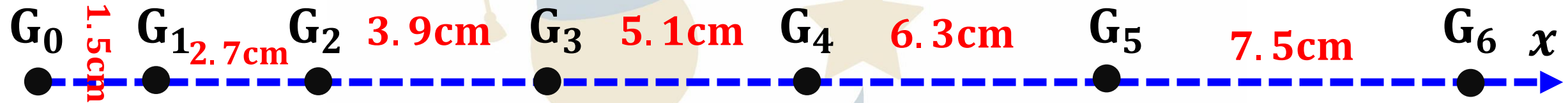


At $t_0 = 0s$, the puck starts from G_0 and is initially at rest.

1. Calculate the instantaneous speeds V_1 ; V_3 and V_5 .
2. Calculate the average acceleration between G_1 & G_3 and between G_3 & G_5 .
3. Deduce the average acceleration vector between G_1 & G_3 .

Acceleration and acceleration vector

$$\tau = 60ms = (60 \div 1000) = 0.06 s; V_0 = 0$$



1. Calculate the instantaneous speeds V_1 ; V_3 and V_5 .

$$V_1 = \frac{G_0 G_2}{t_2 - t_0}$$



$$V_1 = \frac{G_0 G_1 + G_1 G_2}{2\tau - 0}$$

$$V_1 = \frac{(1.5 + 2.7) \times 10^{-2}}{2\tau}$$

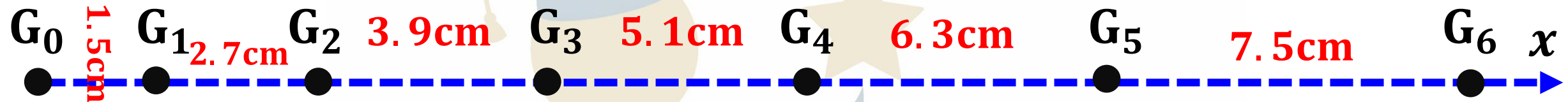


$$V_1 = \frac{4.2 \times 10^{-2}}{2 \times 0.06}$$

$$V_1 = 0.35m/s$$

Acceleration and acceleration vector

$$\tau = 60ms = (60 \div 1000) = 0.06 s; V_0 = 0$$



1. Calculate the instantaneous speeds V_1 ; V_3 and V_5 .

$$V_3 = \frac{G_2 G_4}{t_4 - t_2} \quad \Rightarrow \quad V_3 = \frac{G_2 G_3 + G_3 G_4}{4\tau - 2\tau}$$

$$V_3 = \frac{(3.9 + 5.1) \times 10^{-2}}{2\tau} \quad \Rightarrow \quad V_3 = \frac{9 \times 10^{-2}}{2 \times 0.06}$$

$$V_3 = 0.75m/s$$

Acceleration and acceleration vector

$$\tau = 60ms = (60 \div 1000) = 0.06 s; V_0 = 0$$



1. Calculate the instantaneous speeds V_1 ; V_3 and V_5 .

$$V_5 = \frac{G_4 G_6}{t_6 - t_4}$$



$$V_5 = \frac{G_4 G_5 + G_5 G_6}{6\tau - 4\tau}$$

$$V_5 = \frac{(6.3 + 7.5) \times 10^{-2}}{2\tau}$$



$$V_5 = \frac{13.8 \times 10^{-2}}{2 \times 0.06}$$

$$V_5 = 1.15m/s$$

Acceleration and acceleration vector

$$\tau = 0.06 \text{ s}; V_0 = 0; V_1 = 0.35 \text{ m/s}; V_3 = 0.75 \text{ m/s}; V_5 = 1.15 \text{ m/s}$$

2. Calculate the average acceleration between G_1 & G_3 and between G_3 & G_5

$$a_{1,3} = \frac{V_3 - V_1}{t_3 - t_1} \Rightarrow a_{1,3} = \frac{0.75 - 0.35}{2\tau} \Rightarrow a_{1,3} = \frac{0.4}{2 \times 0.06}$$

$$a_{1,3} = 3.33 \text{ m/s}^2$$

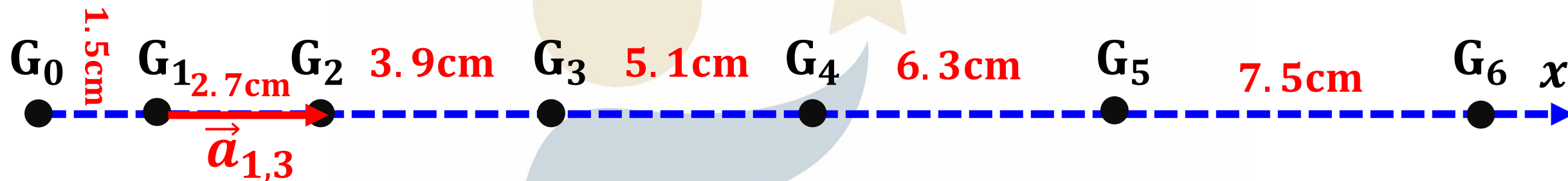
$$a_{3,5} = \frac{V_5 - V_3}{t_5 - t_3} \Rightarrow a_{3,5} = \frac{1.15 - 0.75}{2\tau} \Rightarrow a_{3,5} = \frac{0.4}{2 \times 0.06}$$

$$a_{3,5} = 3.33 \text{ m/s}^2$$

Acceleration and acceleration vector

$$\tau = 0.06 \text{ s}; V_0 = 0; V_1 = 0.35 \text{ m/s}; V_3 = 0.75 \text{ m/s}; V_5 = 1.15 \text{ m/s}$$

3. Represent the average acceleration vector between G_1 & G_3 .



$$\vec{a}_{1,3} = a_{1,3} \cdot \vec{i}$$



$$\vec{a}_{1,3} = 3.33 \cdot \vec{i} \text{ (m/s}^2\text{)}$$

$$1 \text{ cm} \rightarrow 1.65 \text{ m/s}^2$$

$$x = ?? \rightarrow 3.33 \text{ m/s}^2$$

$$x = \frac{1 \text{ cm} \times 3.33}{1.65} \approx 2 \text{ cm}$$

Acceleration and acceleration vector



Instantaneous acceleration:

The average acceleration does not give an accurate value to describe the motion of a mobile.

Instantaneous acceleration is the exact description of the variation of the speed at a given instant.

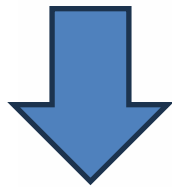


Acceleration and acceleration vector



The instantaneous acceleration

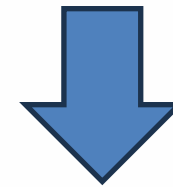
at **M₂**:



$$a_2 = \frac{V_3 - V_1}{t_3 - t_1}$$

The instantaneous acceleration

at **M₄**



$$a_4 = \frac{V_5 - V_3}{t_5 - t_3}$$

Acceleration and acceleration vector

Instantaneous acceleration vector:

The instantaneous acceleration vector describes the variation of the speed at a **given instant in a given direction**.

$$\vec{V}_2 = V_2 \cdot \vec{i}$$



Acceleration and acceleration vector

Application 6: The figure below shows the positions of a puck during an intervals of time $\tau = 40ms$. At $t_0 = 0s$.



At $t_0 = 0s$, the puck starts from from M_0 with $V_0 = 0.1625m/s$.

1. Calculate the instantaneous speeds V_2 ; V_3 and V_4 .
2. Calculate the instantaneous acceleration at M_1 and at M_3 .
3. Determine the characteristics of instantaneous acceleration vector at M_3 .

Acceleration and acceleration vector

$$\tau = 40ms = (40 \div 1000) = \mathbf{0.04\ s}; V_0 = 0.1625m/s$$

1. Calculate the instantaneous speeds $\mathbf{V_2}$; V_3 and V_4 .



$$V_2 = \frac{M_1M_3}{t_3 - t_1} \Rightarrow V_2 = \frac{M_1M_2 + M_2M_3}{3\tau - \tau} \Rightarrow V_2 = \frac{(1.7 + 2.4) \times 10^{-2}}{2\tau}$$

$$V_2 = \frac{4.1 \times 10^{-2}}{2 \times 0.04}$$

$$\mathbf{V_2 = 0.5125m/s}$$

Acceleration and acceleration vector

$$\tau = 40ms = (40 \div 1000) = \mathbf{0.04\ s}; V_0 = 0.1625m/s$$

1. Calculate the instantaneous speeds V_2 ; $\mathbf{V_3}$ and V_4 .



$$V_3 = \frac{M_2M_4}{t_4 - t_2} \Rightarrow V_3 = \frac{M_2M_3 + M_3M_4}{4\tau - 2\tau} \Rightarrow V_3 = \frac{(2.4 + 3.1) \times 10^{-2}}{2\tau}$$

$$V_3 = \frac{5.5 \times 10^{-2}}{2 \times 0.04} \Rightarrow \mathbf{V_3 = 0.6875m/s}$$

Acceleration and acceleration vector

$$\tau = 40ms = (40 \div 1000) = \mathbf{0.04\ s}; V_0 = 0.1625m/s.$$

1. Calculate the instantaneous speeds V_2 ; V_3 and V_4 .



$$V_4 = \frac{M_3 M_5}{t_5 - t_3} \Rightarrow V_4 = \frac{M_3 M_4 + M_4 M_5}{5\tau - 3\tau} \Rightarrow V_4 = \frac{(3.1 + 3.8) \times 10^{-2}}{2\tau}$$

$$V_4 = \frac{6.9 \times 10^{-2}}{2 \times 0.04}$$

$$\mathbf{V_4 = 0.8625m/s}$$

Acceleration and acceleration vector

$$\tau = 0.04 \text{ s} ; \quad V_0 = 0.1625 \text{ m/s} ; \quad V_2 = 0.5125 \text{ m/s} ; \quad V_3 = 0.6875 \text{ m/s} ; \quad V_4 = 0.8625 \text{ m/s}$$

2. Calculate the instantaneous acceleration at M_1 and at M_3 .

$$a_1 = \frac{V_2 - V_0}{t_2 - t_0}$$

$$a_1 = \frac{0.5125 - 0.1625}{2\tau - 0}$$

$$a_1 = \frac{0.35}{2 \times 0.04}$$

$$a_1 = 4.375 \text{ m/s}^2$$

Acceleration and acceleration vector

$$\tau = 0.04 \text{ s}; V_0 = 0; V_2 = 0.5125 \text{ m/s}; V_3 = 0.6875 \text{ m/s}; \\ V_4 = 0.8625 \text{ m/s}$$

2. Calculate the instantaneous acceleration at M_1 and at M_3 .

$$a_3 = \frac{V_4 - V_2}{t_4 - t_2}$$

$$a_3 = \frac{0.8625 - 0.5125}{4\tau - 2\tau}$$

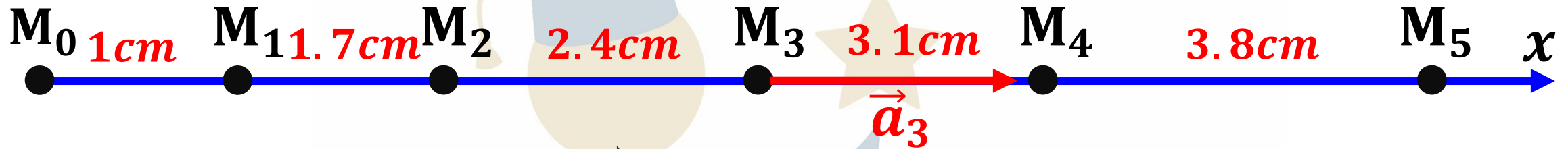
$$a_3 = \frac{0.35}{2 \times \tau}$$

$$a_3 = \frac{0.35}{2 \times 0.04}$$

$$a_1 = 4.375 \text{ m/s}^2$$

Acceleration and acceleration vector

3. Determine the characteristics of instantaneous acceleration vector at M_3 .



$$\vec{a}_3 = a_3 \cdot \vec{i}$$

$$\vec{a}_3 = 4.375 \cdot \vec{i} \text{ (m/s}^2\text{)}$$

Origin:

M_3

Line of action: Horizontal

direction: Right

magnitude: $a_3 = 4.375 \text{ m/s}^2$

$$1\text{cm} \rightarrow 1.45\text{m/s}^2$$

$$x = ?? \rightarrow 4.375\text{m/s}^2$$

$$x = \frac{1\text{cm} \times 4.375}{1.45} \approx 3\text{cm}$$

Acceleration and acceleration vector

Important notes

If the value of a is positive ($a > 0$)



The motion called accelerated.
 V and a have same sense).

If the value of a is negative ($a < 0$):



The motion called decelerated.
 V and a have opposite sense).

The End

