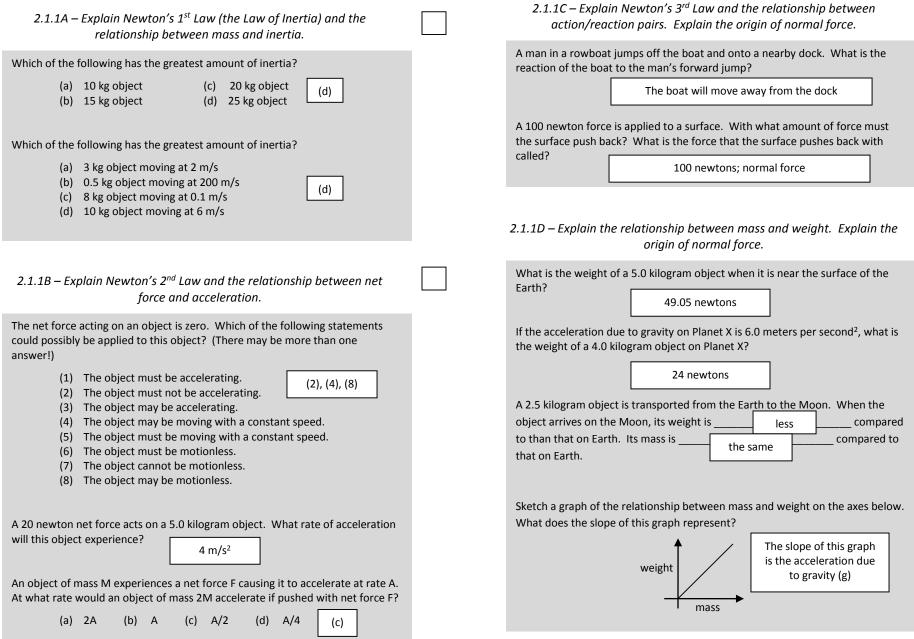
Dynamics Review Checklist

Newton's Laws

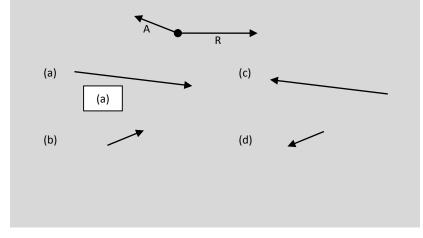


Forces on Angles – Top/Down View

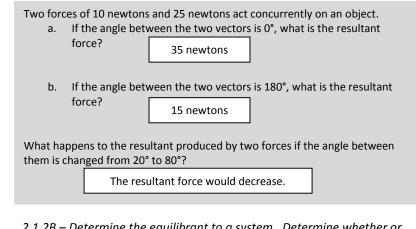
2.1.2A – Explain how net force is determined in a top/down view force vector diagram. Determine the vector that is "missing" from a system given a single vector and resultant.

Sketch the resultant force in each of the following sets of diagrams.

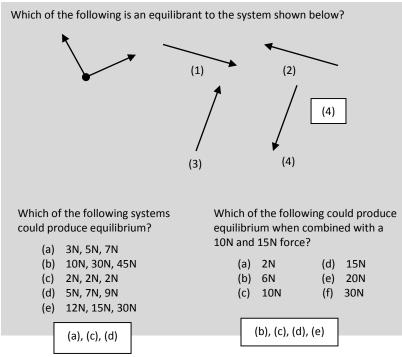
When added together, vectors A and B produce resultant R. If the diagram below shows vector and the resultant R, which of the vectors below best represents vector B that when added to A will produce R?



2.1.2C – Describe vector arrangements in which the net force is maximized or minimized.



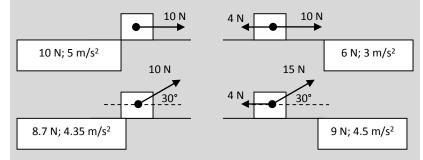
2.1.2B – Determine the equilibrant to a system. Determine whether or not equilibrium can be established in a system. Select a force that 'could' produce equilibrium in a system.



Forces on Angles – Side View

2.1.2C – Explain how net force is determined in a side-view vector diagram. Use the net force to determine the acceleration of the object.

Determine the net force and acceleration in each of the diagrams. (Assume that all objects have a mass of 2.0 kilograms and all surfaces are frictionless)



A 50 newton force is applied to a 4.0 kilogram object on a frictionless, horizontal surface at an angle of 20° above the horizontal. If the angle is changed to 60°, what effect will this have on the net force acting on the object?

The net force will decrease.

Friction

2.1.3A – Calculate the maximum force of static friction. Determine the amount of static friction acting on an object that is motionless. Determine the minimum coefficient of friction in a system.

A 2.0 kilogram wooden object is on a wooden surface. What is the maximum force of friction that can be produced in this system?

8.2 newtons

A motionless 3.0 kilogram object steel object on a copper surface is pushed with a 2.0 newton force. What is the force of static friction?

2 newtons

What is the minimum coefficient of static friction between a 25 newton object and a surface if it is pushed with a force of 10 newtons and does not move?

0.4

2.1.3B – Calculate the force of kinetic friction. Determine net force in a system that is sliding. Determine the coefficient of kinetic friction in a sliding system. Determine: net force; applied force; friction force; and/or acceleration.

A 3.0 kilogram wooden object is sliding along a wooden surface. What is the force of friction acting on the object?

8.8 newtons

A 20 newton object is pulled along a horizontal surface at a constant speed using a force of 4.0 newtons.

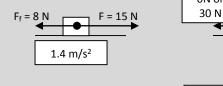
a. What is the force of kinetic friction acting on the object?

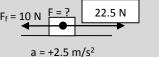
4.0 newtons

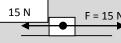
b. What is the coefficient of kinetic friction in this system?



Determine the unknown quantity in each of the systems below. (Assume that all objects have a mass of 5.0 kilograms.)





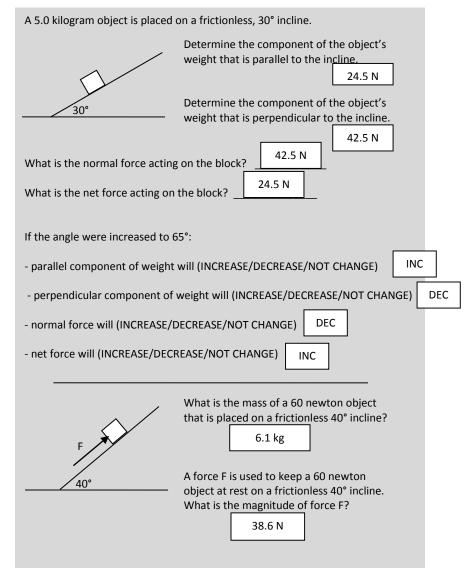


 $a = +3.0 \text{ m/s}^2$

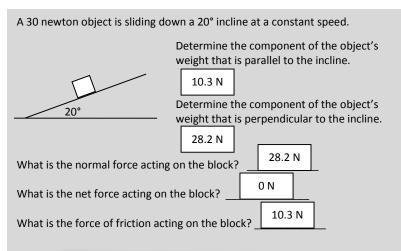
 $a = 0 m/s^2$

Inclined Planes

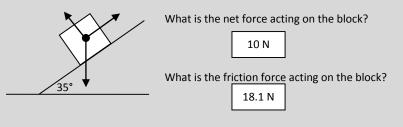
2.1.4A – Determine the components of the weight of an object placed on a frictionless incline. Determine the effects of changing the angle on the components of weight.



2.1.4B – Determine the behavior of objects placed on inclines with friction. Determine friction; net force; or applied forces.



A 5.0 kilogram block accelerates down a 35° incline at a rate of 2.0 meters per second². Sketch all of the forces acting on the block.

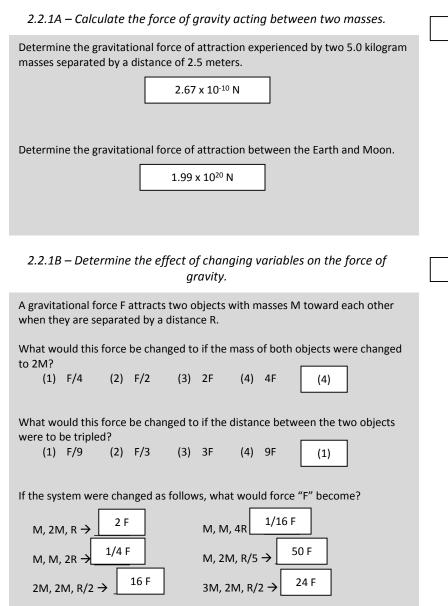


A force F is used to accelerate a 3.0 kilogram block up an incline at a rate of 2.0 meters per second².

How big must force F be if the force of friction acting on the block is 4.0 newtons? (Hint: which way is friction acting in this system?)

10 N

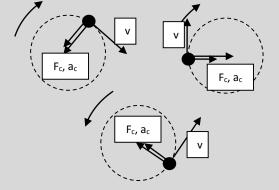
Universal Gravitation



Circular Motion

2.2.2A – Draw vectors to represent centripetal force; centripetal acceleration; and velocity in a circular motion system.

Sketch vectors to show the centripetal force; centripetal acceleration; and velocity of the object in each case.



2.2.2B – Calculate the speed of an object in a circular motion system. Determine the centripetal force and/or acceleration in a circular motion system.

A 3.5 kilogram object is swung in a circular path on the end of a 0.4 meter long string. The object makes one trip around the circle every 0.2 seconds.

Determine the speed of the object. (hint: v = d/t)

12.56 m/s

Determine the centripetal acceleration acting on this object.

394.4 m/s²

Detemine the centripetal force needed to keep the object moving in a circle.

1380.3 N

2.2.2C – Determine an unknown parameter in a circular motion system with the understanding that the centripetal force is generated by some "other" force.

A 1000 kilogram car with rubber tires is attempting to make a turn on dry asphalt. The car is moving at 10 meters per second and attempts a turn with a radius of 25 meters.

a. Determine the centripetal force needed to make this turn.

4000 N

b. Determine the maximum force of static fricton.

8338.5 N

c. Is the turn possible? Why?

Yes. There is more friction than needed for the turn.

A 1000 kilogram vehicle with rubber tires makes a 30 meter radius turn on dry asphalt. What is the maximum speed with which this turn could have been made?

15.8 m/s

A 1000 kilogram vehicle makes a 40 meter radius turn while moving at 4.0 meters per second. What is the minimum coefficient of static friction between the tires and the road needed to permit this turn?

0.04

Hooke's Law

2.2.3A – Calculate the amount of spring force; spring constant; or distance that a spring will be displaced in a system.

How much force is needed to stretch a spring with a spring constant of 1000 newtons per meter a distance of 0.02 meter?

20 N

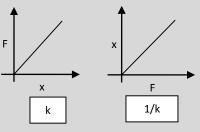
What is the spring constant of a spring that is compressed a distance of 0.04 meter when pushed with a force of 500 newtons?

12500 N/m

What distance will a spring with a spring constant of 450 newtons per meter be stretched when a force of 300 newtons is applied to it?

0.67 m

What does the slope of each of the graphs shown below represent?



Sketch a graph for an object that does NOT obey Hooke's Law.

