

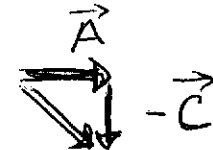
ANSWERS TO SAMPLE TEST #1

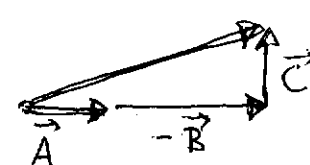
PHYS 121
WINTER 2006
O. Evildsen

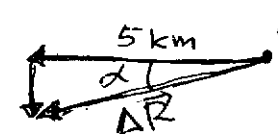
①

MULTIPLE CHOICE

①.  $\vec{A} + \vec{B} + \vec{C}$ (a)

②.  $\vec{A} + (-\vec{C})$ (b)

③.  $\vec{A} + (-\vec{B}) + \vec{C}$ (c)

④.  $\Delta \vec{R}$
DISPLACEMENT $\equiv \Delta \vec{R}$
 $|\Delta \vec{R}| = [(5 \text{ km})^2 + (1 \text{ km})^2]^{1/2} = 5.1 \text{ km}$ (b)

⑤. $\vec{v}_A = \frac{\Delta \vec{R}}{\Delta t}$ This question was not "perfect", it should have had an angle.
One needs to calculate the time from start to finish.
 $\Delta t_1 = \frac{5 \text{ km}}{10 \text{ km/h}} = 0.5 \text{ h}$ $\Delta t_2 = \frac{1 \text{ km}}{2 \text{ km/h}} = 0.5 \text{ h}$.
So $\Delta t = \Delta t_1 + \Delta t_2 = 0.5 \text{ h} + 0.5 \text{ h} = 1 \text{ h}$. (c)
(plus angle)

The average velocity is $\frac{5.1 \text{ km}}{1 \text{ hr}} = |\vec{v}_A| = 5.1 \text{ km/h}$.

at an angle $\alpha \Rightarrow \tan \alpha = \frac{1 \text{ km}}{5 \text{ km}}$ below west.

⑥. Average speed = 5.1 km/h (c)
This is not the "usual" meaning of average velocity in "car racing" (or any track race) - Average velocity or average speed is usually used to describe "lap velocity" = total distance travelled / time interval

⑦-⑩ This is a projectile motion problem with the ball travelling with constant $v_x = v_0 \cos 30^\circ$, and $v_y = v_0 \sin 30^\circ - \frac{1}{2}gt^2$. The person is running with constant velocity, $v_{xp} = 3 \text{ m/s}$

⑦ C

⑧ E

⑨ D

⑩ Here one has to calculate the time it takes the ball to go up from 9.8m and come down to 2m.

$$2 \text{ m} = 9.8 \text{ m} + 5 \text{ m/s} \sin 30^\circ t - \frac{1}{2} \times 9.8 \frac{\text{m}}{\text{s}^2} t^2$$

$$2 \text{ m} = 9.8 \text{ m} + 2.5 \frac{\text{m}}{\text{s}} t - 4.9 \frac{\text{m}}{\text{s}^2} t^2$$

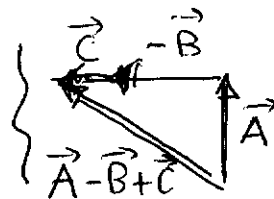
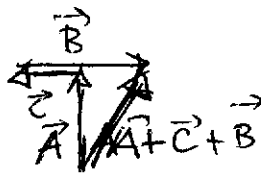
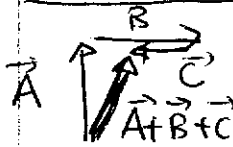
$$t = \frac{-2.5 \pm [(2.5)^2 + 4 \times 7.8 \times 4.9]^{1/2}}{-2 \times 4.9} = +1.54 \text{ s.}$$

⑩ D

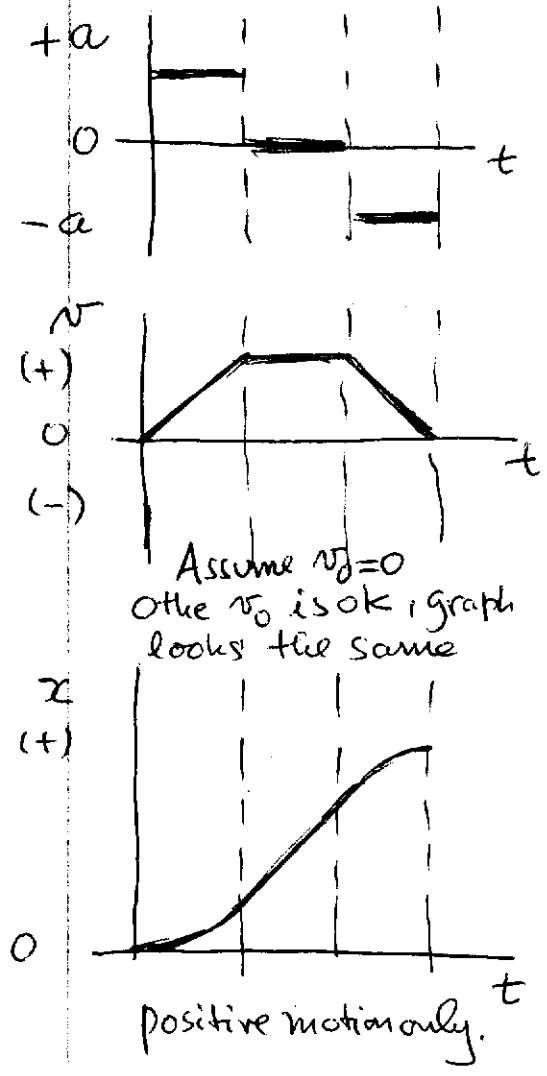
There is also a negative solution (-1.0sec) which represents the solution to the same problem if the ball had been thrown "from the left" and reached the 9.8 m height at the 30° angle, still going up.

PROBLEM 1, $\frac{3 \text{ inches}}{\text{minute}} \times \frac{0.0254 \text{ m}}{\text{inch}} \times \frac{1}{60 \frac{\text{sec}}{\text{min}}} = 1.27 \times 10^{-3} \frac{\text{m}}{\text{s}}$

PROBLEM 2

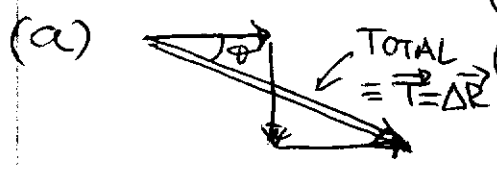


PROBLEM 3 (See next page)



(b) No - Car moves forward only, goes to some high speed, then moves at constant speed, then slows down and stops,

PROBLEM 4



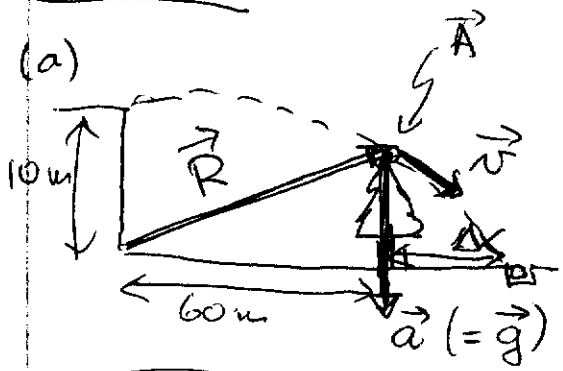
(b) $\Delta R_x = 1 + 1 = 2 \text{ km.}$
 $\Delta R_y = -1 = -1 \text{ km.}$
 $|\Delta R| = ((2)^2 + (1)^2)^{1/2} = 2.23 \text{ km,}$
 $\tan \theta = \frac{-1}{2} = -27^\circ \text{ with East (or } x\text{-)}$

(c) $\Delta t = \Delta t_1 + \Delta t_2 + \Delta t_3 = \frac{1 \text{ km}}{10 \text{ km/hr}} + \frac{1 \text{ km}}{5 \text{ km/hr}} + \frac{1 \text{ km}}{2 \text{ km/hr}} = 0.8 \text{ hrs.}$

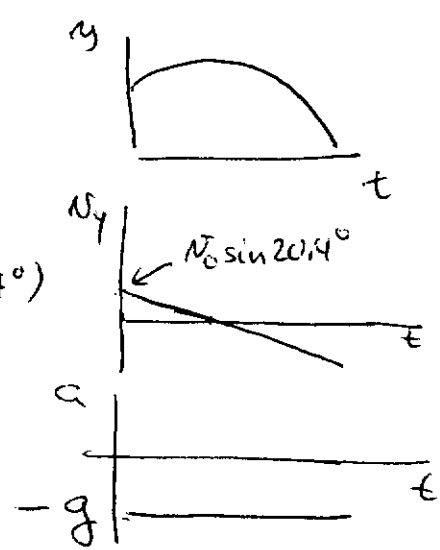
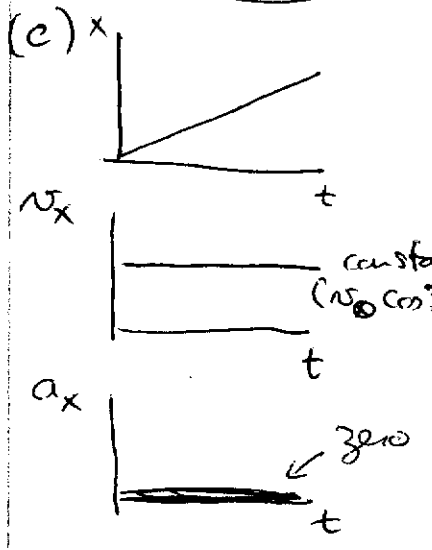
(d) $(\vec{v})_{\text{average}} = \frac{2.23 \text{ km}}{0.8 \text{ hr}} = 2.79 \text{ km/hr ; } \theta = -27^\circ \text{ (same as } \Delta \vec{R}\text{)}$

(e) ~~Text used in 1999~~ Average speed is 2.79 km/hr -
 Text used in 1999 defined average speed as linear distance travelled
 which here will be $\frac{3 \text{ km}}{0.8 \text{ hr}} = 3.75 \text{ km/hr.}$ time

Problem 1 (121A, 1998)



(b) $\vec{R} = 60 \text{ m } \hat{i} + 10 \text{ m } \hat{j}$
 $\vec{v} = 30 \frac{\text{m}}{\text{s}} \cos 20.4^\circ \hat{i} - 30 \frac{\text{m}}{\text{s}} \sin 20.4^\circ \hat{j}$
 $\vec{a} = -9.8 \frac{\text{m}}{\text{s}^2} \hat{j}$

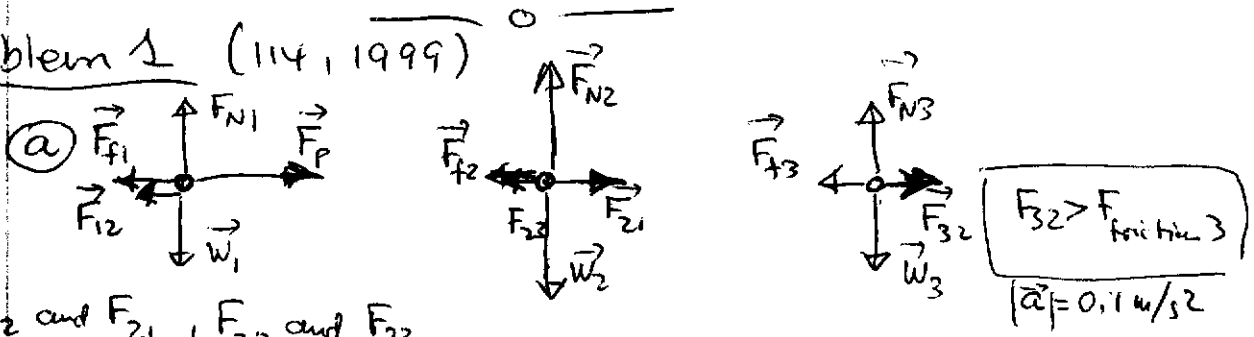


(d) One way is to calculate the time to the ground, another, one to calculate Δx directly.

$y \rightarrow 0 = 10 \text{ m} + 30 \frac{\text{m}}{\text{s}} \sin 20.4^\circ t - \frac{1}{2} 9.8 \frac{\text{m}}{\text{s}^2} t^2$ (1)
 $x \rightarrow L + \Delta x = v_0 \cos \theta t = 30 \frac{\text{m}}{\text{s}} \cos 20.4^\circ t$ (2)

Solve for t in (1), insert in (2), solve for Δx .

Problem 1 (114, 1999)



(b) F_{12} and F_{21} , F_{23} and F_{32}

(c) YES, mass 2 is accelerating at $0.1 \frac{\text{m}}{\text{s}^2}$, so $F_{\text{net}2} = m_2 a_2$

(d) Can be solved using $F_p - F_{\text{friction}} = (m_1 + m_2 + m_3) a$