

Show work – except for ♣ fill-in-blanks.

8.1 ♣ **Notation, words, pictures for position, velocity, and acceleration.** (Sections 3.1 and 10.1)

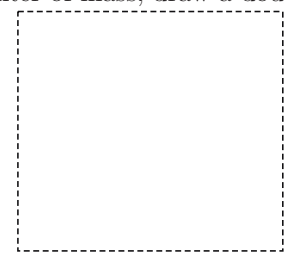
Complete each blank with a word: point reference frame position velocity acceleration

$\vec{r}^{Q/P}$ $\vec{r}$ denotes <span style="border: 1px solid black; display: inline-block; width: 80px; height: 15px;"></span> . $P$ is a <span style="border: 1px solid black; display: inline-block; width: 80px; height: 15px;"></span> . $Q$ is a <span style="border: 1px solid black; display: inline-block; width: 80px; height: 15px;"></span> .	${}^N\vec{v}^Q$ $\vec{v}$ denotes <span style="border: 1px solid black; display: inline-block; width: 80px; height: 15px;"></span> . $N$ is a <span style="border: 1px solid black; display: inline-block; width: 80px; height: 15px;"></span> . $Q$ is a <span style="border: 1px solid black; display: inline-block; width: 80px; height: 15px;"></span> .	${}^N\vec{a}^Q$ $\vec{a}$ denotes <span style="border: 1px solid black; display: inline-block; width: 80px; height: 15px;"></span> . $N$ is a <span style="border: 1px solid black; display: inline-block; width: 80px; height: 15px;"></span> . $Q$ is a <span style="border: 1px solid black; display: inline-block; width: 80px; height: 15px;"></span> .
<p style="text-align: center; color: red; font-weight: bold;">Draw <math>P</math>, <math>Q</math>, and <math>\vec{r}^{Q/P}</math>.</p> <div style="border: 1px dashed black; width: 100%; height: 100%;"></div>	<p style="text-align: center; color: red; font-weight: bold;">Draw <math>Q</math> and <math>N</math>.</p> <div style="border: 1px dashed black; width: 100%; height: 100%;"></div>	

8.2 ♣ **What is a point and a particle?** (Section 3.1)

To visualize center of mass, draw a doughnut.

Statement	True or False
A point has all the attributes of a particle.	True/False
A particle has all the attributes of a point.	True/False
A point with mass (massive point) is a particle.	True/False
The center of mass of a rigid body is a point.	True/False
The center of mass of a rigid body is a particle.	True/False



8.3 ♣ **Concept: What objects have a unique velocity/acceleration?** (Section 10.1)

The velocity  $\vec{v}$  of some object  $S$  relative to Earth is to be determined.  
 This object  $S$  could be a (circle **all** objects that have an unambiguously defined velocity  $\vec{v}$ ):

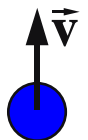
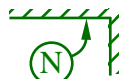
Real number	Line	Set of points	Center of a circle
Vector	Triangle	Reference frame	Mass center of set of particles
Matrix	Point	Rigid body	Mass center of a rigid body
3D orthogonal basis	Particle	Flexible body	System of particles and bodies

Repeat for the acceleration  $\vec{a}$  of some object  $S$  relative to Earth box appropriate objects.

8.4 ♣ **Concept: Velocity, acceleration, and differentiation.** (Sections 1.6.1 and 10.1)

A baseball (particle) is thrown straight upward on Earth (a Newtonian reference frame  $N$ ). Knowing the baseball's velocity  $\vec{v} = \vec{0}$  when the ball reaches maximum height and Earth's gravitational acceleration constant  $g \approx 9.8 \frac{m}{s^2}$ , decide if the following statement about  $\vec{a}$  (the ball's acceleration in  $N$ ) is true. If false, box the incorrect part of the statement.

$$\vec{a} \triangleq \frac{d\vec{v}}{dt} = \frac{d(\vec{0})}{dt} = \frac{d\vec{0}}{dt} = \vec{0} \quad \text{True/False}$$



**Explain:**