



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


8.1 ♣ Notation, words, pictures: Position, velocity, acceleration. (Sections 3.1, 10.1)

Complete each blank with a word:

point reference frame position velocity acceleration

${}^P\vec{r}^Q$ $\vec{r}$ denotes <input type="text"/> $P$ is a <input type="text"/> $Q$ is a <input type="text"/>	${}^N\vec{v}^Q$ $\vec{v}$ denotes <input type="text"/> $N$ is a <input type="text"/> $Q$ is a <input type="text"/>	${}^N\vec{a}^Q$ $\vec{a}$ denotes <input type="text"/> $N$ is a <input type="text"/> $Q$ is a <input type="text"/>
<p>Draw <math>P</math>, <math>Q</math>, and <math>{}^P\vec{r}^Q</math>.</p> 	<p>Draw <math>Q</math> and <math>N</math>.</p> 	

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

Draw the bagel's center of mass .

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



Note: The bagel's center of mass is not a piece of dough (has no mass).

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

The velocity  $\vec{v}$  of some object  $S$  relative to Earth  $E$  is to be determined (denoted  ${}^E\vec{v}^S$ ). 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

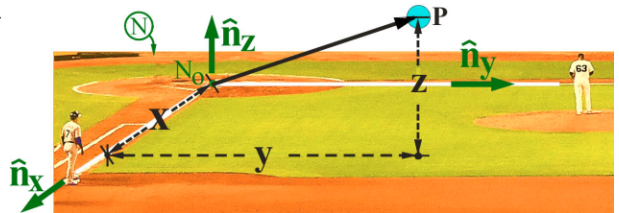
Repeat for the acceleration  $\vec{a}$  of some object  $S$  relative to Earth  $E$  (denoted  ${}^E\vec{a}^S$ ) box appropriate objects.

8.4 ♣ Cartesian coordinates, acceleration, and  $\vec{F} = m\vec{a}$ . (Sections 10.1, 10.7)

The following figure shows a baseball  $P$  of mass  $m$  moving over a baseball field (reference frame  $N$ ).  $P$ 's position vector  $\vec{r}$  from point  $N_o$  (home-plate) is described with **Cartesian coordinates**  $x(t)$ ,  $y(t)$ ,  $z(t)$ .

- Form  $\vec{r}$  and  $P$ 's velocity and acceleration in  $N$ .

Result:  $\vec{r} = x\hat{n}_x + \text{ } \hat{n}_y + \text{ } \hat{n}_z$   
 $\vec{v} = \dot{x}\hat{n}_x + \text{ } \hat{n}_y + \text{ } \hat{n}_z$   
 $\vec{a} = \ddot{x}\hat{n}_x + \text{ } \hat{n}_y + \text{ } \hat{n}_z$



- $\vec{F} = m\vec{a}$  Assuming the net force on the baseball is  $\vec{F}_{\text{Net}} = -mg\hat{n}_z$ , solve for  $\ddot{x}$ ,  $\ddot{y}$ ,  $\ddot{z}$ .

Result:  $\underbrace{\text{ } \text{ } \text{ }}_{\vec{F}_{\text{Net}}} = m \underbrace{(\ddot{x}\hat{n}_x + \text{ } \hat{n}_y + \text{ } \hat{n}_z)}_{\vec{a}} \Rightarrow \ddot{x} = \text{ } \quad \ddot{y} = \text{ } \quad \ddot{z} = \text{ }$

- At time  $t = 0$ , the baseball is hit from  $N_o$  (home-plate) with initial motion  $\dot{x}(0) = 20 \frac{\text{m}}{\text{s}}$ ,  $\dot{y}(0) = 25 \frac{\text{m}}{\text{s}}$ ,  $\dot{z}(0) = 30 \frac{\text{m}}{\text{s}}$ . Determine  $x(t)$ ,  $y(t)$ ,  $z(t)$  (in terms of  $g$ ,  $t$  and initial values).

Result:  $x(t) = 20t \quad y(t) = \text{ } \quad z(t) = \text{ } - \frac{1}{2} \text{ }$

