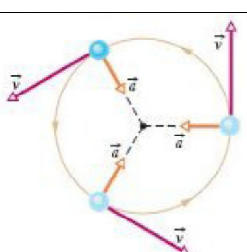


CHAPTER(4) Motion in Two and Three Dimensions

	1D	2/3 D
1-Position	In x-axis $\rightarrow x$ In y-axis $\rightarrow y$ In z-axis $\rightarrow z$	Position vector: (\vec{r}) $\vec{r} = x \mathbf{i} + y \mathbf{j} + z \mathbf{k}$
2-Displacement	$\Delta x = x_2 - x_1$ $\Delta y = y_2 - y_1$ $\Delta z = z_2 - z_1$	$\Delta \mathbf{r} = \mathbf{r}_2 - \mathbf{r}_1$ $\Delta \mathbf{r} = \Delta x \mathbf{i} + \Delta y \mathbf{j} + \Delta z \mathbf{k}$
3-Velocity: -Average Velocity	$\mathbf{v}_{avg} = \frac{\Delta x}{\Delta t}$	Velocity Vector $\mathbf{v}_{avg} = \frac{\Delta \mathbf{r}}{\Delta t} = \frac{\mathbf{r}_2 - \mathbf{r}_1}{\Delta t}$ $= \frac{\Delta x}{\Delta t} \mathbf{i} + \frac{\Delta y}{\Delta t} \mathbf{j} + \frac{\Delta z}{\Delta t} \mathbf{k}$
- Velocity	$\mathbf{v} = \frac{dx}{dt}$	$\mathbf{v} = \frac{d\mathbf{r}}{dt} = \frac{dx}{dt} \mathbf{i} + \frac{dy}{dt} \mathbf{j} + \frac{dz}{dt} \mathbf{k}$ $\mathbf{v} = \frac{d\mathbf{r}}{dt} = v_x \mathbf{i} + v_y \mathbf{j} + v_z \mathbf{k}$ The direction of \mathbf{v} of a particle is always tangent to the particle's path at the particle's position.
4- Acceleration Average acceleration:	$\mathbf{a}_{avg} = \frac{\Delta \mathbf{v}}{\Delta t} = \frac{\Delta x}{(\Delta t)^2}$	$\mathbf{a}_{avg} = \frac{\Delta \mathbf{v}}{\Delta t} = \frac{\mathbf{r}_2 - \mathbf{r}_1}{(\Delta t)^2} = \frac{\Delta x}{\Delta t^2} \mathbf{i} + \frac{\Delta y}{\Delta t^2} \mathbf{j} + \frac{\Delta z}{\Delta t^2} \mathbf{k}$
Acceleration	$\mathbf{a} = \frac{d\mathbf{v}}{dt} = \frac{d^2x}{dt^2}$	$\mathbf{a} = \frac{d\mathbf{v}}{dt} = \frac{dv_x}{dt} \mathbf{i} + \frac{dv_y}{dt} \mathbf{j} + \frac{dv_z}{dt} \mathbf{k}$ $\mathbf{a} = \frac{d^2\mathbf{r}}{dt^2} = \frac{d^2x}{dt^2} \mathbf{i} + \frac{d^2y}{dt^2} \mathbf{j} + \frac{d^2z}{dt^2} \mathbf{k}$
Magnitude & Direction	$\mathbf{V} = \begin{matrix} \oplus \\ \text{direction} \end{matrix} \begin{matrix} \text{no} \\ \text{magnitude} \end{matrix}$	$ \mathbf{V} = V = \sqrt{V_x^2 + V_y^2}$ $\theta = \tan^{-1} \frac{V_y}{V_x}$
6-Uniform circular Motion	//	$\mathbf{V} = \begin{matrix} \text{dir.} \\ \text{variable (tangent)} \end{matrix} \begin{matrix} \text{mag.} \\ \text{Const. (speed= v)} \end{matrix}$ $\mathbf{a} = \begin{matrix} \text{dir.} \\ \text{variable (inward)} \end{matrix} \begin{matrix} \text{mag.} \\ \text{Const. (} \mathbf{a} = \frac{v^2}{r} \text{)} \end{matrix}$ $\text{Period} = T = \frac{\text{Circumference (distance)}}{\text{speed}} = \frac{2\pi r}{ v }$
		



المقذوفات Projectiles

د. هناء فرحان

1D

Const. acceleration

الحركة الأفقية بتسارع ثابت

Horizontal motion(x-axis)

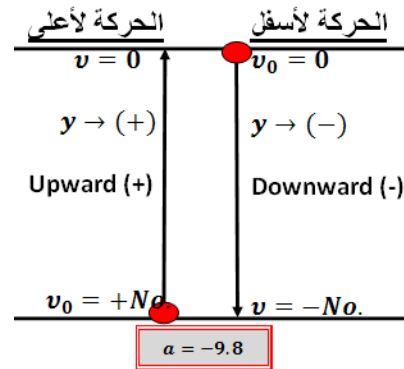
- 1- $v = v_0 + a t$
- 2- $x - x_0 = v_0 t + \frac{1}{2} a t^2$
- 3- $v^2 = v_0^2 + 2 a(x - x_0)$
- 4- $x - x_0 = \frac{1}{2} (v + v_0) t$
- 5- $x - x_0 = v t - \frac{1}{2} a t^2$

Free Falling

الحركة العمودية بتسارع ثابت

Vertical motion(y-axis)

- 1- $v = v_0 - g t$
- 2- $y - y_0 = v_0 t - \frac{1}{2} g t^2$
- 3- $v^2 = v_0^2 - 2 g(y - y_0)$
- 4- $y - y_0 = \frac{1}{2} (v + v_0) t$



2D

Projectile motion

$$v_0 = v_{0x}i + v_{0y}j \quad a = a_x i + a_y j$$

Horizontal motion

$$a_x = 0, v_{0x} = v_0 \cos \theta$$

$$1- v_x = v_{0x}$$

$$2- x = v_{0x} t$$

Horizontal range (R)=

$$R = \frac{v_0^2 \sin 2\theta}{g}$$

Maximum range

$$\theta = 45^\circ \rightarrow R_{max} = \frac{v_0^2}{g}$$

Vertical motion

$$a_y = -g, v_{0y} = v_0 \sin \theta$$

$$1- v_y = v_{0y} - g t$$

$$2- y = v_{0y} t - \frac{1}{2} g t^2$$

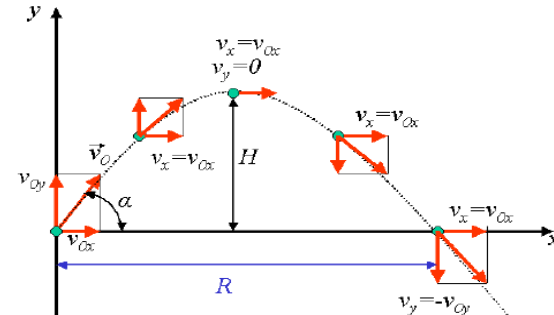
$$3- v_y^2 = v_{0y}^2 - 2 g y$$

Vertical height (H)=

$$H = \frac{(v_0 \sin \theta)^2}{2g}, \text{ where } v_y = 0$$

Maximum height

$$\theta = 90^\circ \rightarrow H_{max} = \frac{v_0^2}{2g}$$



Problems:

- 1- A particle goes from $x = -2\text{ m}$, $y = 3\text{ m}$, $z = 1\text{ m}$ to $x = 3\text{ m}$, $y = -1\text{ m}$, $z = 4\text{ m}$. Its displacement is:

- A. $(1\text{ m})\hat{i} + (2\text{ m})\hat{j} + (5\text{ m})\hat{k}$
- B. $(5\text{ m})\hat{i} - (4\text{ m})\hat{j} + (3\text{ m})\hat{k}$
- C. $-(5\text{ m})\hat{i} + (4\text{ m})\hat{j} - (3\text{ m})\hat{k}$
- D. $-(1\text{ m})\hat{i} - (2\text{ m})\hat{j} - (5\text{ m})\hat{k}$
- E. $-(5\text{ m})\hat{i} - (2\text{ m})\hat{j} + (3\text{ m})\hat{k}$

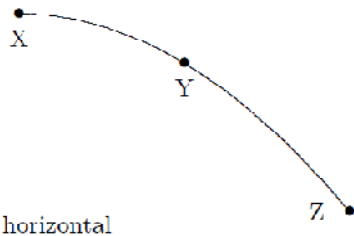
ans: B

- 2- A stone thrown from the top of a tall building follows a path that is:

- A. circular
- B. made of two straight line segments
- C. hyperbolic
- D. parabolic
- E. a straight line

ans: D

- 3- A stone is thrown horizontally and follows the path XYZ shown. The direction of the acceleration of the stone at point Y is:



- A. \downarrow
- B. \rightarrow
- C. \searrow
- D. \swarrow
- E. \nearrow

ans: A

- 4- A large cannon is fired from ground level over level ground at an angle of 30° above the horizontal. The muzzle speed is 980 m/s . Neglecting air resistance, the projectile will travel what horizontal distance before striking the ground?

- A. 4.3 km
- B. 8.5 km
- C. 43 km
- D. 85 km
- E. 170 km

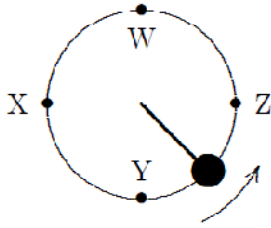
ans: D

- 5- A projectile is fired from ground level over level ground with an initial velocity that has a vertical component of 20 m/s and a horizontal component of 30 m/s . Using $g = 10\text{ m/s}^2$, the distance from launching to landing points is:

- A. 40 m
- B. 60 m
- C. 80 m
- D. 120 m
- E. 180 m

ans: D

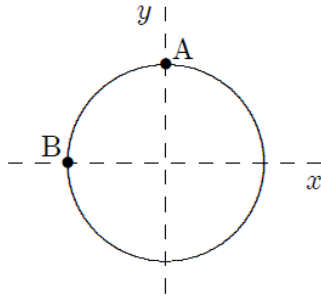
- 6- An object, tied to a string, moves in a circle at constant speed on a horizontal surface as shown. The direction of the displacement of this object, as it travels from W to X is:



- A. ←
 B. ↓
 C. ↑
 D. ↗
 E. ↙

ans: E

- 7- A toy racing car moves with constant speed around the circle shown below. When it is at point A its coordinates are $x = 0$, $y = 3$ m and its velocity is $(6 \text{ m/s})\hat{i}$. When it is at point B its velocity and acceleration are:



- A. $-(6 \text{ m/s})\hat{j}$ and $(12 \text{ m/s}^2)\hat{i}$, respectively
 B. $(6 \text{ m/s})\hat{i}$ and $-(12 \text{ m/s}^2)\hat{i}$, respectively
 C. $(6 \text{ m/s})\hat{j}$ and $(12 \text{ m/s}^2)\hat{i}$, respectively
 D. $(6 \text{ m/s})\hat{i}$ and $(2 \text{ m/s}^2)\hat{j}$, respectively
 E. $(6 \text{ m/s})\hat{j}$ and 0, respectively

ans: C

- 8- An object is moving on a circular path of radius π meters at a constant speed of 1.0 m/s . The time required for one revolution is:

- A. $2/\pi^2 \text{ s}$
 B. $\pi^2/2 \text{ s}$
 C. $\pi/2 \text{ s}$
 D. $\pi^2/4$
 E. $2/\pi \text{ s}$

ans: B

- 9- A particle moves at constant speed in a circular path. The instantaneous velocity and instantaneous acceleration vectors are:

- A. both tangent to the circular path
 B. both perpendicular to the circular path
 C. perpendicular to each other
 D. opposite to each other
 E. none of the above

ans: C

- 10 A car rounds a 20-m radius curve at 10 m/s . The magnitude of its acceleration is:

- A. 0
 B. 0.20 m/s^2
 C. 5.0 m/s^2
 D. 40 m/s^2
 E. 400 m/s^2

ans: C