

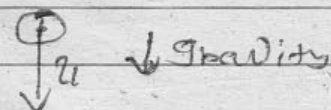
Motion under Gravityupward motion

$$s = ut - \frac{1}{2}gt^2$$

$$v = u - gt$$

$$v^2 = u^2 - 2gs$$

$$s_n = u - \frac{g(2n-1)}{2}$$

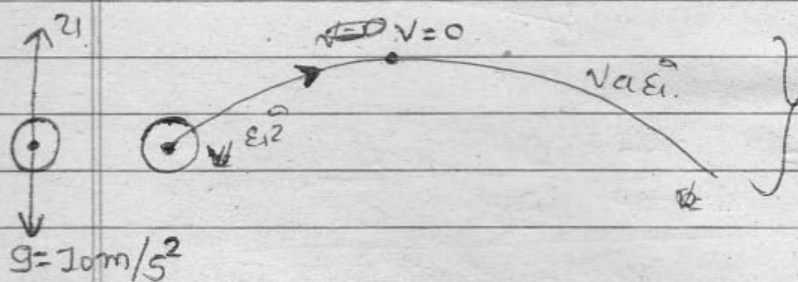
Downward motion

$$v = u + gt$$

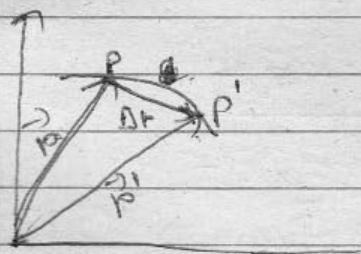
$$s = ut + \frac{1}{2}gt^2$$

$$v^2 = u^2 + 2gs$$

$$s_n = u + \frac{g(2n-1)}{2}$$



Velocity  $u \sin \theta$   
~~u \sin \theta~~  $u \sin \theta$  and  $u \cos \theta$   
 maximum height = 0  
 $u \sin \theta$  and  $u \cos \theta$

Motion in 2DPosition vector  $r = x\hat{i} + y\hat{j}$ After time  $\Delta t$ 

$$r' = x'\hat{i} + y'\hat{j}$$

Displacement =  $r' - r$ 

$$\Delta r = (x' - x)\hat{i} + (y' - y)\hat{j}$$

or

$$V_{av} = \frac{\Delta r}{\Delta t} = \frac{\Delta x}{\Delta t}\hat{i} + \frac{\Delta y}{\Delta t}\hat{j}$$

 $\vec{a} = a_x\hat{i}$  so as  $t \rightarrow 0$ 

$$\vec{V} = \frac{dx}{dt}\hat{i} + \frac{dy}{dt}\hat{j} = v_x\hat{i} + v_y\hat{j}$$

200m/s  $\rightarrow$   $30^\circ$ 

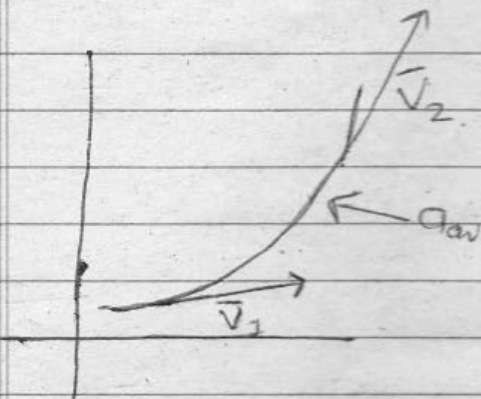
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$$\vec{a} = \vec{a}_x \hat{i} + \vec{a}_y \hat{j}$$

$$\vec{a} = \frac{d\vec{v}_x}{dt} \leftarrow \text{સરેખાગત ગતિ માટે ગતિના વેગના અવકાશ}$$

acceleration.



$$\vec{a}_{av} = \frac{\Delta \vec{v}}{\Delta t} = \frac{\vec{v}_2 - \vec{v}_1}{\Delta t}$$

$$\vec{v}_2 - \vec{v}_1 = \Delta \vec{v}$$

$$a = \lim_{\Delta t \rightarrow 0} \frac{\Delta v}{\Delta t} = \frac{dv}{dt}$$

Motion in Plane with constant acceleration

$$\vec{a} = \frac{\vec{v}_2 - \vec{v}_1}{\Delta t} = \frac{\Delta \vec{v}}{\Delta t}$$

$$\vec{v} = \vec{u} + \vec{a}t$$

$$\vec{v}_x = \vec{u}_x + \vec{a}_x t$$

$$\vec{v}_y = \vec{u}_y + \vec{a}_y t$$

$$\vec{v} = \vec{v}_x \hat{i} + \vec{v}_y \hat{j}$$

$$\vec{a} = \vec{a}_x \hat{i} + \vec{a}_y \hat{j}$$

$$\vec{u} = \vec{u}_x \hat{i} + \vec{u}_y \hat{j}$$

Note

time is common in both dimension

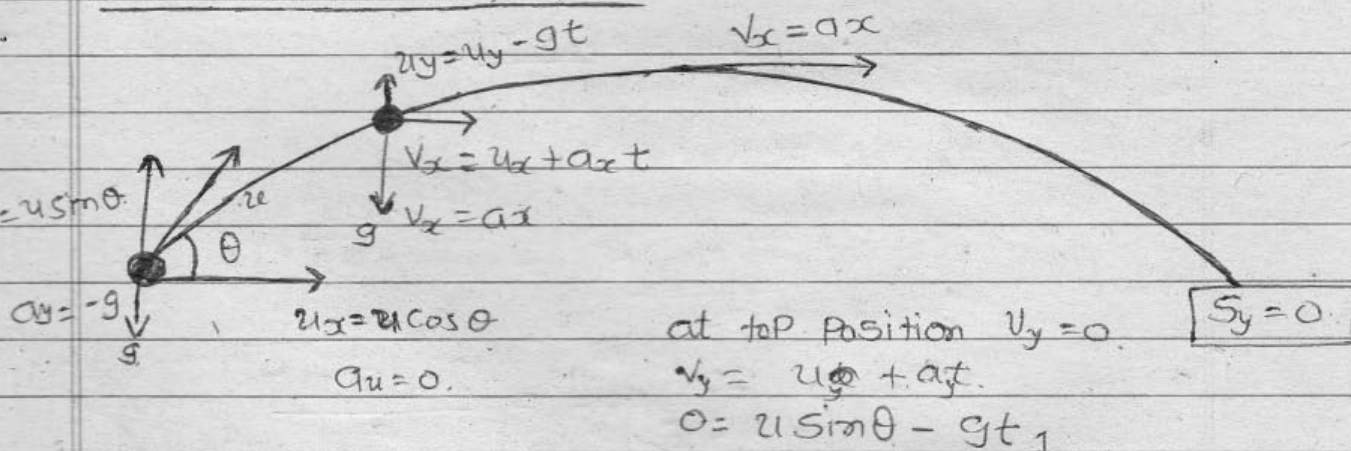
$$\bar{x} = \bar{S}_x = x_0 + \bar{u}_x t + \frac{1}{2} a_x t^2$$

$$y = \bar{S}_y = y_0 + \bar{u}_y t + \frac{1}{2} a_y t^2$$

$$\bar{v}_x^2 = \bar{u}_x^2 + 2 s_x a_x$$

$$\bar{v}_y^2 = \bar{u}_y^2 + 2 s_y a_y$$

### Projectile motion.



$$t_1 = \frac{u \sin \theta}{g}$$

$$s_y = u_y t + \frac{a_y t^2}{2}$$

$$s_x = u_x t + \frac{a_x t^2}{2}$$

Total time of flight = T

$$0 = u \sin \theta T - \frac{g T^2}{2}$$

$$T = \frac{2u \sin \theta}{g}$$

$$\text{Range} = u_x t = (u \cos \theta) \cdot \frac{2u \sin \theta}{g}$$

$$= \frac{u^2 2 \sin \theta \cos \theta}{g} = \boxed{\frac{u^2 \sin 2\theta}{g}}$$

The value of  $\sin 2\theta$  is same for

$$\theta = 45^\circ + \alpha \quad \text{or} \quad 45^\circ - \alpha \quad \& \quad \theta = \alpha \quad \text{or} \quad 90^\circ - \alpha$$

Time taken to maximum height

$$t_m = \frac{u \sin \theta}{g}$$

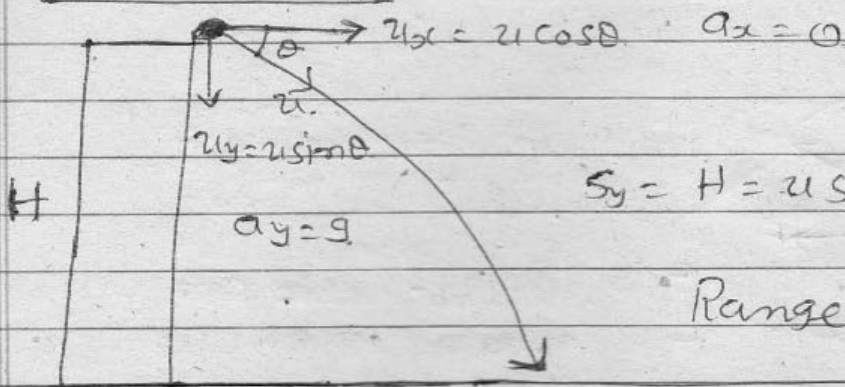
Maximum height attained by Projectile

$$H = \frac{u^2 \sin^2 \theta}{2g} \quad \left| \quad H_{\max} = \frac{u^2}{2g} \quad \left\{ \begin{array}{l} \text{when} \\ \theta = 90^\circ \end{array} \right. \right.$$

$$\text{Time of flight} = \frac{2u \sin \theta}{g} = \boxed{\frac{2u \sin \theta}{g}}$$

$$\text{Range of Projectile} = \frac{u^2 \sin 2\theta}{g}$$

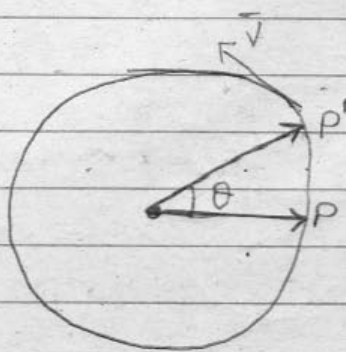
$$R_{\max} = \frac{u^2}{g}$$

PROJECTILES FROM A HEIGHT.

$$s_y = H = u \sin \theta T + \frac{1}{2} g T^2$$

$$\text{Range} = (u \cos \theta) T + 0$$

Angular variables



Angular Position =  $\theta$   
 unit of  $\theta$  is radian

$\theta$  is Positive when anticlockwise  
 $\theta$  is negative when clockwise

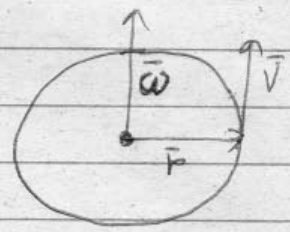
Angular velocity =  $\frac{d\theta}{dt} = \vec{\omega}$  (omega)  
 axis vector

- $d\theta$  is angular Displacement
- $d\theta$  is Vector if  $d\theta$  is small
- $d\theta$  is not vector, if  $d\theta$  is Big

$\vec{\alpha}$  = angular acceleration

$\alpha = \frac{d\omega}{dt}$ .  $\vec{\alpha}$  is also axis vector

uniform circular motion.



$\omega = \vec{\omega} = \text{constant}$   
 $\vec{\omega} = 2\pi n = \frac{2\pi}{T}$

$n = \text{no. of terms}$

second.

$T = \text{time interval per revolution.}$

$r = \text{radius, Vector}$   
 $\vec{\omega} = \text{axial vector}$   
 $\vec{v} = \text{tangential vector}$   
 $\vec{v} = \vec{\omega} \times \vec{r}$

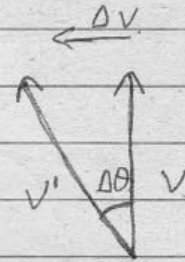
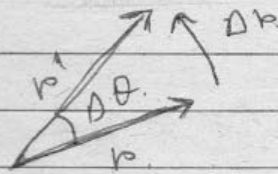
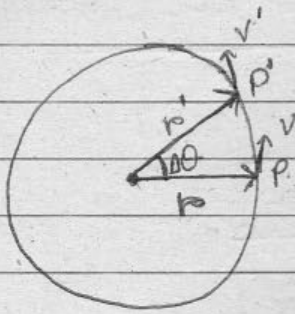
Cross Product of Vector

$\vec{v} = \omega \vec{r}$  ← Scalar Product

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Acceleration in circular motion



time from P to P' = Δt

$$|a| = \lim_{\Delta t \rightarrow 0} \frac{|\Delta v|}{\Delta t} = \lim_{\Delta t \rightarrow 0} \frac{v}{r} \frac{\Delta \theta}{\Delta t}$$

$$= \lim_{\Delta t \rightarrow 0} \left( \frac{v}{r} \right) \frac{v \Delta t}{\Delta t} \quad \left( \begin{matrix} \infty \\ \infty \\ \Delta r \approx v \Delta t \end{matrix} \right)$$

if time  
by ratio  
6.28 π r

$$\Delta \theta = \frac{\Delta s}{r} = \frac{\Delta v}{v}$$

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$$F_c = m a_c$$

$$F_c = \frac{m v^2}{r}$$

$$a_c = \frac{v^2}{r}$$

Centrifugal acceleration

$$= \frac{v^2}{r}$$

Acceleration

$$\vec{v} = \vec{\omega} \times \vec{r}$$

cross product of vectors

$$a = \frac{d\vec{v}}{dt} = \frac{d(\vec{\omega} \times \vec{r})}{dt}$$

$$= \vec{\omega} \times \frac{d\vec{r}}{dt} + \left( \frac{d\vec{\omega}}{dt} \times \vec{r} \right) + \left( \vec{\omega} \times \frac{d\vec{r}}{dt} \right)$$

$$= \alpha \times \vec{r} + \left( \vec{\omega} \times \frac{d\theta}{dt} \times \vec{r} \right)$$

$$= (\alpha \times \vec{r}) + \left( \vec{\omega} \times \vec{\omega} \times \vec{r} \right) = (\vec{\omega} \cdot \vec{\omega}) \vec{r} - (\vec{\omega} \cdot \vec{r}) \vec{\omega}$$

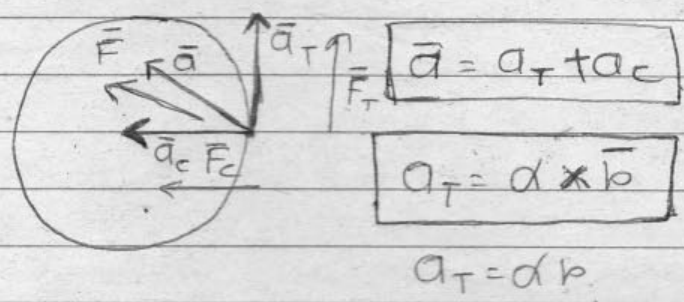
$$= (\alpha \times \vec{r}) + \vec{\omega} \times (\vec{\omega} \times \vec{r})$$

$$a = a_t + a_c$$

$$= (\alpha \times \vec{r}) + (-\vec{\omega}^2 \times \vec{r})$$

# FORCES IN CIRCULAR MOTION

$$\vec{F} = m\vec{a}$$



Speed  $v = \omega r$

$$a_T = \frac{dv}{dt} r$$

Tangential acceleration is due to change in speed of particle.

Centripetal acceleration is due to change in direction motion of particle.

$$a_T = \frac{dv}{dt} = \frac{d\omega r}{dt} = r \frac{d\omega}{dt}$$

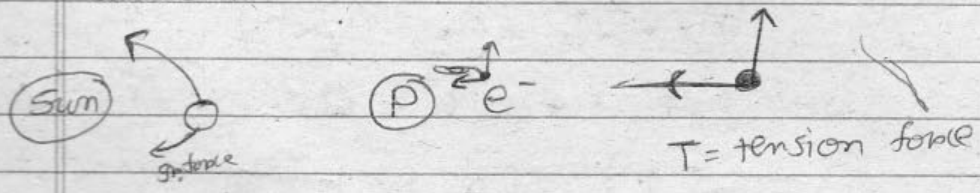
$$a_c = \frac{v^2}{r} = \omega^2 r = v\omega$$

Similar formula in centripetal acceleration find solution.

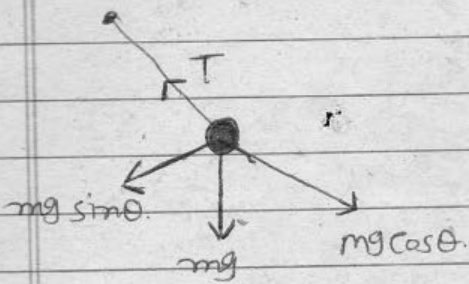
## CENTRIPITAL FORCE

uniform circular motion.  $\omega = \text{constant}$

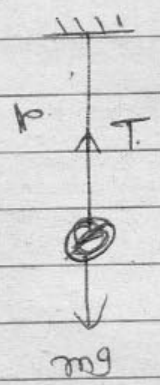
Centripital force is required for a circular motion.



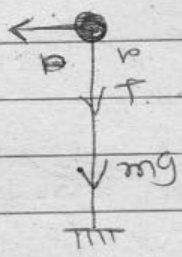




$T - mg \cos \theta =$  resultant force towards centre  
 $=$  centripetal force  $= \frac{mv^2}{r}$   
 $= m \omega^2 r = m v \omega$



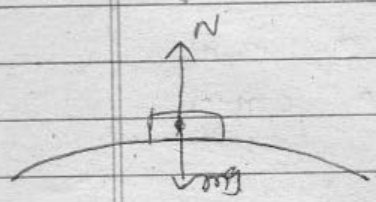
Resultant force towards centre  $= T - mg$   
 $= F_c = \frac{mv^2}{r}$



Resultant force towards centre  $= T + mg = \frac{mv^2}{r}$

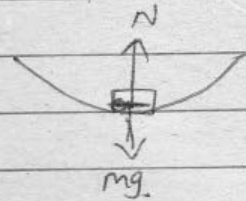
For a complete circle T must be  $T \geq 0$

So minimum v at top  
 $mg = \frac{mv_{min}^2}{r}$



$mg - N = \frac{mv^2}{r}$

$v_{min} = \sqrt{rg}$



$mN - mg = \frac{mv^2}{r}$

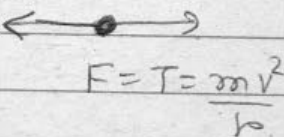
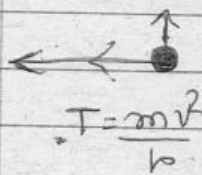
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## CENTRIFUGAL FORCE

Centrifugal force is a Pseudo force

$$Pseudo\ force = -ma$$

$$Centrifugal\ force = \frac{mv^2}{r}$$



$$\frac{mv^2}{r} = F$$

both are same

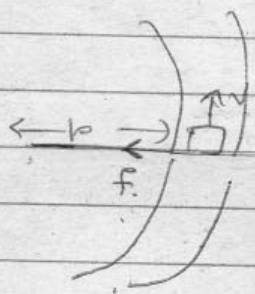
force of Equation 2i.

rotating frame of reference

is. Ground frame of

reference is (not in ground same).

## Circular Turning on Road

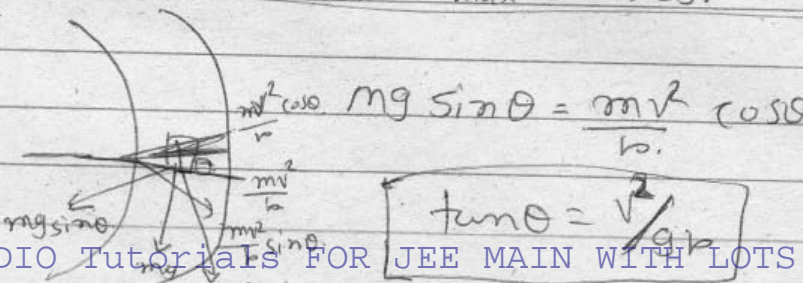


$$F_c = \frac{mv^2}{r} \leq \mu mg$$

$f = \text{force of friction} = \text{maximum}$   
 $\mu (mg)$

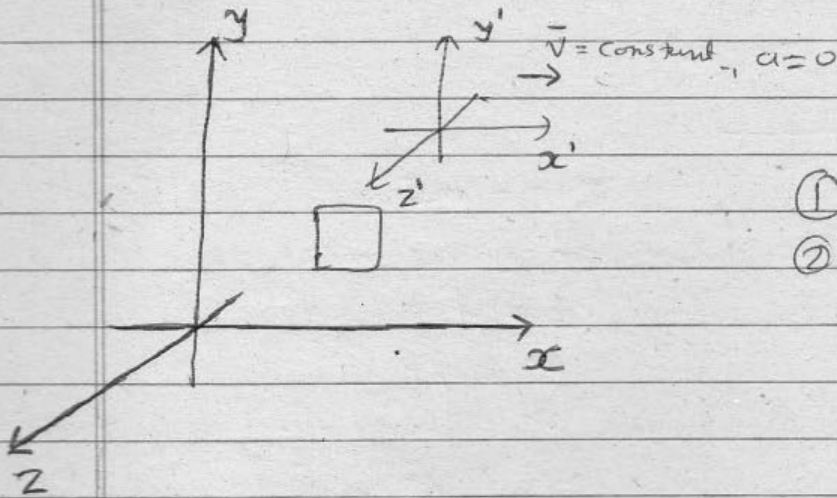
$$\frac{mv^2_{max}}{r} = \mu mg$$

$$V_{max} = \sqrt{\mu g r}$$



$$\tan \theta = \frac{v^2}{gr}$$

## FRAME OF REFERENCE



- ① Inertial frame of ref.
- ② Non Inertial frame of ref.

Inertial frame of ref.

A ref. frame is an inertial frame of ref. if it moves with zero acceleration w.r.t. other inertial frame of reference.

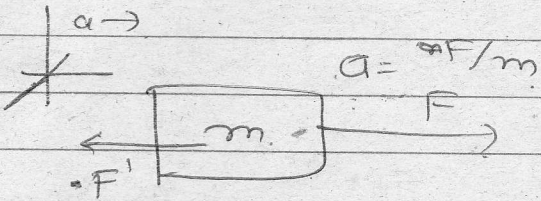
→ (A frame is inertial if Newton's law is applicable in it)  
 Earth is a rotating ref. frame, so it is a non inertial frame of ref.

Non Inertial frame of ref.

A ref. frame is a non inertial frame of ref. if it moves with some acceleration w.r.t. an inertial frame of ref.

(Newton's is not applicable in non inertial frame of ref.)

Pseudo force.



$$F' = -m\bar{a}$$

where,  $m$  is the mass of object under consideration

$a$  = Acceleration of Non Inertial R.f.

$$a = 0$$

In I.I.F. frame of mass

$m'$

$$(F - F') = 0$$

$$F = ma$$

$$F - ma = 0$$

Same