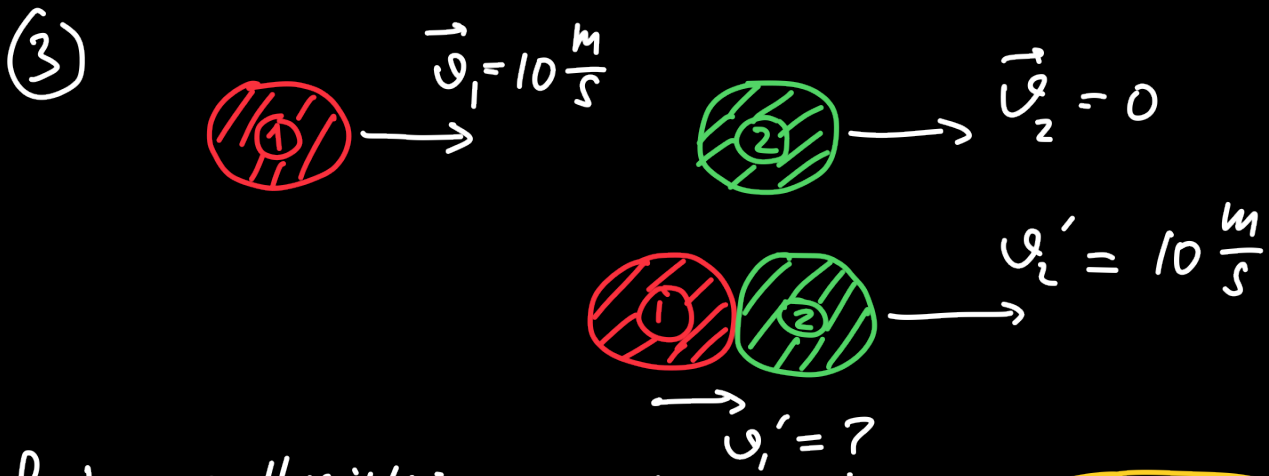


Homework 13

① $\vec{p}_{fox} = \vec{p}_{rabbit}$, $p_{fox} = m_f \cdot v_f$
 $m_r < m_f \Rightarrow \frac{m_r}{m_f} < 1$, $p_{rabbit} = m_r \cdot v_r$
 $\rightarrow v_f < v_r \Rightarrow$ no dinner for the fox!

② $a = 0.2 \frac{m}{s^2}$, $t = 10 \text{ sec}$.
 $v = v_0 + a \cdot t \Rightarrow v - v_0 = a \cdot t = 2 \frac{m}{s}$.
 $\Delta p = m v - m v_0 = m (v - v_0) = 160 \text{ kg} \cdot \frac{m}{s}$



before collision:

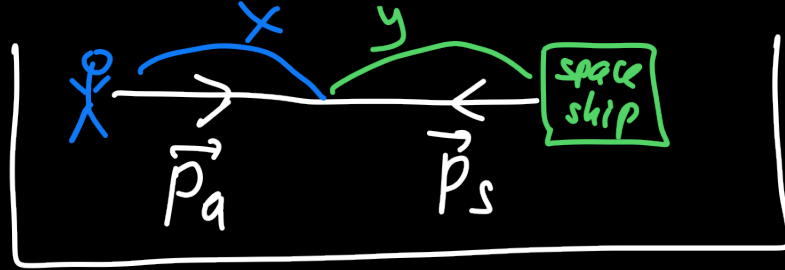
$p_{tot} = 100 \text{ kg} \cdot \frac{m}{s}$

$p'_{tot} = 10 \cdot v_1' + 5 \cdot 10$

$10 \cdot v_1' = 50 \frac{m}{s} \Rightarrow v_1' = 5 \frac{m}{s}$

4*

$$m = 100 \text{ kg}, \quad M = 50,000 \text{ kg}$$



$$F_a = F_s$$

$\vec{P}_{\text{total}} = \text{constant in time!}$

initially: $v_a = v_s = 0$

$$\Rightarrow \boxed{P_{\text{total}} = 0}$$

$$\boxed{m \cdot v_a = M \cdot v_s}$$

$$\frac{v_a}{v_s} = \frac{M}{m}$$

$$\begin{cases} x = v_a \cdot t \\ y = v_s \cdot t \end{cases} \Rightarrow \begin{cases} \frac{x}{y} = \frac{v_a}{v_s} = \frac{M}{m} \\ x + y = 100 \text{ m} \end{cases}$$

Astronaut : $x = 99.8 \text{ m}$

spaceship : $y = 0.2 \text{ m}$

Class work

Recap : velocity, acceleration,
force, momentum.

$$\vec{v}_{\text{final}} = \vec{v}_{\text{initial}} + \vec{a} \cdot \Delta t.$$

$$\Delta t = t_{\text{final}} - t_{\text{initial}}$$

$$\vec{v}_{\text{final}} = \vec{v}, \quad \vec{v}_{\text{initial}} = \vec{v}_0.$$

$$t_{\text{initial}} = 0, \quad t_{\text{final}} = t.$$

1)
$$\vec{v} = \vec{v}_0 + \vec{a} \cdot t$$

2) Newton's second law:

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

3)
$$\vec{p} = m \cdot \vec{v}$$

What do we need to change
the momentum of a body?

Work? $F \cdot \Delta l$, $\Delta l = l_2 - l_1$

→ Force (will determine how the
impulse changes)

+ something else. → time.

From (1):

$$\vec{a} \cdot t = \vec{v} - \vec{v}_0$$

add (2): $\vec{a} = \frac{F}{m}$

$$\frac{F \cdot t}{m} = \vec{v} - \vec{v}_0 \quad | \times m$$

$$F \cdot t = m (\vec{v} - \vec{v}_0)$$

$$\Delta \vec{p} = m \cdot \vec{v} - m \cdot \vec{v}_0 = \vec{p} - \vec{p}_0$$

$$\boxed{\Delta \vec{p} = F \cdot t}$$

New physical quantity Impulse:

$$\vec{J} = \vec{F} \cdot t$$

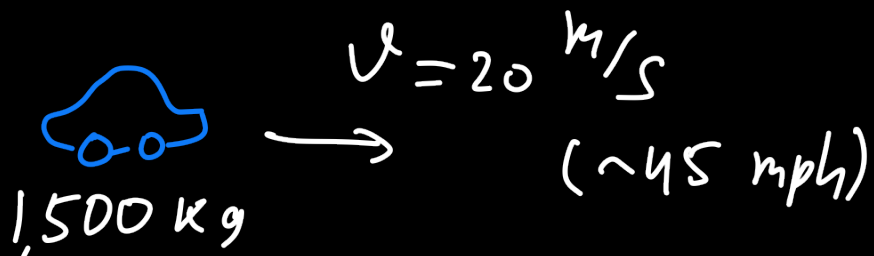
$$\Delta \vec{p} = \vec{J}$$

the change in momentum is equal to the Impulse!

$$[J] = \frac{m}{s} \cdot kg = N \cdot s \quad | \quad \checkmark$$

$$kg \cdot \frac{m}{s} \cdot s$$

Ex. 1.



The car comes to a complete stop:

- 1) Brakes for 10 seconds
- 2) Hits a wall, stops in 0.1 seconds.

Change in the momentum of the car:

$$\begin{aligned}\Delta p &= 0 - 1,500 \cdot 20 \text{ Kg} \cdot \frac{\text{m}}{\text{s}} = \\ &= 30,000 \text{ Kg} \cdot \frac{\text{m}}{\text{s}}\end{aligned}$$

$$1) \Delta p = F_1 \cdot t_1 \Rightarrow$$

$$\begin{aligned}F_1 &= \frac{\Delta p}{t_1} = - \frac{30,000}{10} \text{ N} = \\ &= -3,000 \text{ N}\end{aligned}$$

$$2) \Delta p = F_2 \cdot t_2 \Rightarrow$$

$$\begin{aligned}F_2 &= \frac{\Delta p}{t_2} = - \frac{30,000}{0.1} \text{ N} \\ &= -300,000 \text{ N}\end{aligned}$$

$$F_2 = 100 \cdot F_1$$

