

APPC, Mechanics: Unit α HW 2

Name: _____

Hr: ____ Due at beg of hr on: _____

Uα, HW2, P1

Reference Videos: (1) "Derivatives and Antiderivatives, Part 2"
 (2) "Derivatives and Antiderivatives, Part 3"
 YouTube, lasseviren1

- A. "Velocity is the time-derivative of the position function."
 "Acceleration is the time-derivative of the velocity function."

velocity: $\vec{v}(t) =$

acceleration: $\vec{a}(t) =$

At right, write these two statements out, in mathematical terms.

HINT: You basically want your *rightmost* answers from Part H of HW 1, P1.

- B. Determine the derivative of each function below. To do this – as the video showed – you need to differentiate EACH TERM in a given function. Begin each of your answers with what you are finding when you differentiate, i.e., each answer will start with either... $v(t) = \frac{dx}{dt} =$ OR $a(t) = \frac{dv}{dt} =$

i. $x(t) = 7t^2 + 5t - 3$

ii. $v(t) = -2t^3 - 3t + 1$

iii. $x(t) = -t^{-2} + t - 9$

iv. $v(t) = -2t^3 - 3t + 1$

v. $v(t) = 5t^4 + 3t^3 + 8t^2 - 4t + 7$

vi. $x(t) = 1.5t^4 - 3.5t^2 + 3.7t - 2.8$

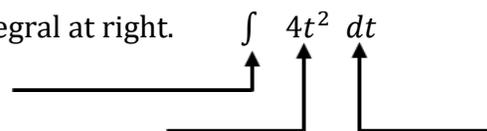
vii. $v(t) = \frac{2}{t^3} - \frac{1}{t^2} - \frac{2}{t} - 6.8t$

viii. $x(t) = 3t^3 + 8t^2 - 13t - 28$

- C. Notation such as $x(t) = \int v dt$ means either... "the _____ of velocity with respect to time" OR "the _____ of velocity with respect to time".

- D. At right, list the two steps the narrator gives for integrating polynomial functions.
 i.
 ii.

- E. Identify the name of each of the three parts of the integral at right.



- F. Whenever you integrate, it is VERY important that you add WHAT additional portion (which you never have to do when you differentiate)?

- G. An antiderivative of a function is related to WHAT FEATURE of a graph of that function?

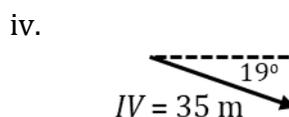
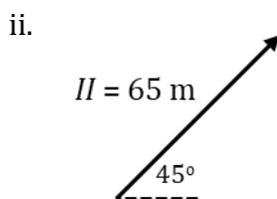
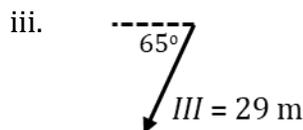
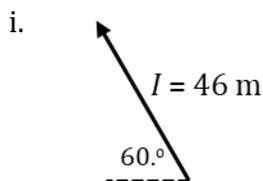
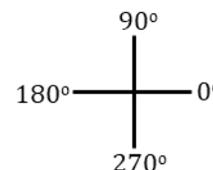
Uα, HW2, P3

Reference Video: "A Few Thoughts on Vectors"
 YouTube, lasseviren1

NOTE: There is no need to show work on this assignment; I trust that you understand the calculations. ☺

A. As shown in the video, write each of the vectors below in TWO different ways, namely:

$$\vec{V} = (\text{magnitude}, + \text{degrees from } 0^\circ) \quad \text{and} \quad \vec{V} = \% \text{ unit } \hat{i} \pm \# \text{ unit } \hat{j}$$



B. Add the \hat{i} and \hat{j} vectors from your Part A answers to obtain the \hat{i} -and- \hat{j} form of the resultant vector $\vec{R} = \vec{I} + \vec{II} + \vec{III} + \vec{IV}$.

C. Use the Pythagorean theorem and the inverse tangent function to express your Part B answer in the form $\vec{R} = (\text{magnitude}, + \text{degrees from } 0^\circ)$.

D. A vector multiplied by (or divided by) a _____ always yields another vector. Furthermore, these two vectors will then always have the exact same _____.

E. Draw vector arrows over each vector quantity in the following equations. Leave scalar quantities as is.

i. $a_{avg} = \frac{\Delta v}{\Delta t}$

iii. $F_{net} = m a$

v. $v_f = v_o + at$

vii. $\Delta x = v_o t + \frac{1}{2}at^2$

ii. $v_{avg} = \frac{\Delta x}{\Delta t}$

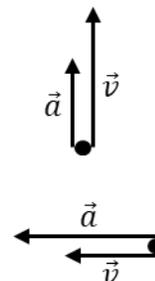
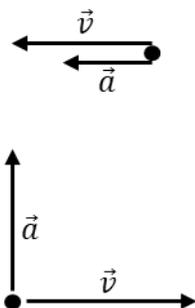
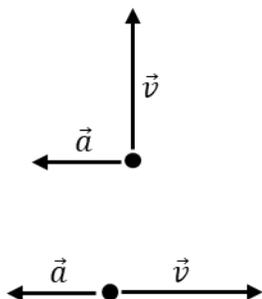
iv. $p = m v$

vi. $\Delta x = \frac{1}{2}(v_f + v_o)t$

viii. $v_f^2 = v_o^2 + 2a\Delta x$

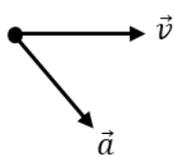
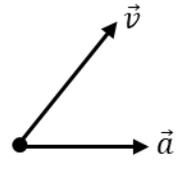
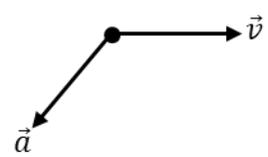
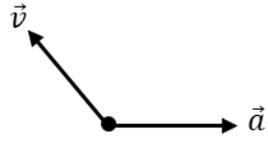
F. Write the correct answer for each of the seven cases below.

Your choices are: **speeding up** OR **slowing down** OR **turning at constant speed**



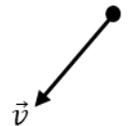
A. For each pair of velocity and acceleration vectors below:

- i. Circle either "speeding up and turning" OR "slowing down and turning", and...
- ii. Draw and label the centripetal (\vec{a}_c) and tangential (\vec{a}_t) acceleration vectors.

			
speeding up and turning	speeding up and turning	speeding up and turning	speeding up and turning
slowing down and turning	slowing down and turning	slowing down and turning	slowing down and turning

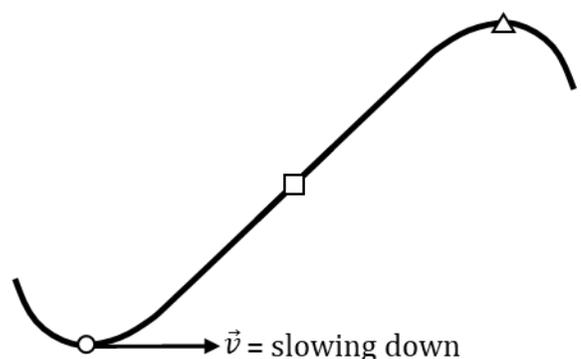
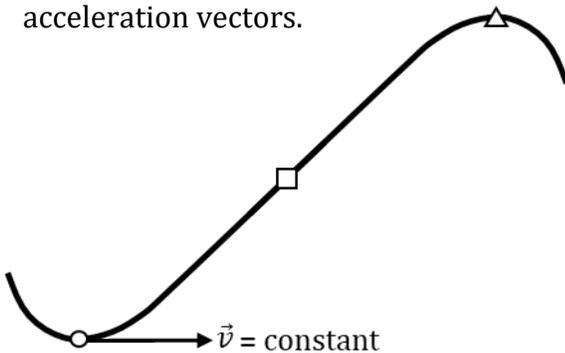
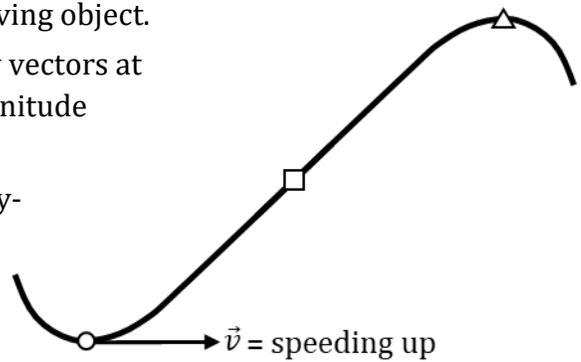
B. For each velocity vector shown below:

- i. Draw and label an acceleration vector (\vec{a}) that satisfies the description below each vector, and...
- ii. Draw and label the corresponding centripetal (\vec{a}_c) and tangential (\vec{a}_t) acceleration vectors.

			
slowing down and turning	slowing down and turning	speeding up and turning	speeding up and turning

C. The three curves shown here represent the path of a moving object.

- i. The velocity vector at point \circ is shown. Draw velocity vectors at all points \square and \triangle , being sure to show A correct magnitude and THE correct direction at each location.
- ii. At all locations \circ , \square , and \triangle , draw in an appropriately-directed acceleration vector \vec{a} IF the acceleration at that point is NONZERO. If an acceleration at some point IS zero, write " $\vec{a} = \text{zero}$ ".
- iii. Draw and label any corresponding centripetal (\vec{a}_c) and tangential (\vec{a}_t) acceleration vectors.



Uα, HW2, P5

Reference Video: "Projectile Motion"

YouTube, lasseviren1, KINEMATICS playlist

For each problem below, your goal is to obtain the projectile's **range**, so **BOX** that answer in. You will also need to find all other quantities that are asked for, but NOT necessarily in the order they are listed. The initial velocity and other constraints are given. Below each "Δy =" part, you need to show your calculation for time t , either by using $\Delta y = v_{yi}t + \frac{1}{2}a_yt^2$ (i.e., solving a quadratic) OR – my personal preference – using $v_{yf}^2 = v_{yi}^2 + 2a_y\Delta y$ to first find v_{yf} , and then using $v_{yf} = v_{yi} + a_yt$ to obtain t . Assume that air resistance is negligible and that the acceleration due to gravity is 9.8 m/s^2 . Also, employ proper sig figs in your 'range' answers; the other answers can (and should) have additional sig figs.

A.



x

y

$a_x =$

$a_y =$

$v_{xi} =$

$v_{yi} =$

$\Delta x =$

$\Delta y =$

B.



x

y

$a_x =$

$a_y =$

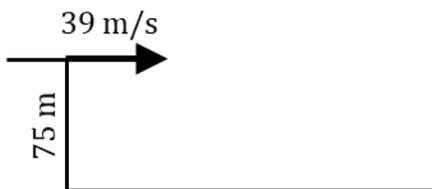
$v_{xi} =$

$v_{yi} =$

$\Delta x =$

$\Delta y =$

C.



x

y

$a_x =$

$a_y =$

$v_{xi} =$

$v_{yi} =$

$\Delta x =$

$\Delta y =$