

March 30, Week 10

Today: Chapter 8, Collisions

Homework #8:

Mastering Physics: 8 problems from chapter 8

Written Question: 8.101

Due April 2 at 11:59pm

Exam #4: Friday, April 6

Review Session: Thursday, April 5, 7:30PM

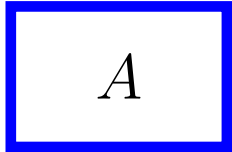
Practice Problems for chapters 5, 6, and 7 available on
Mastering Physics

Conservation of Momentum

$\Delta (\vec{p}_A + \vec{p}_B) = 0 \Rightarrow$ the total momentum of the system can't change.

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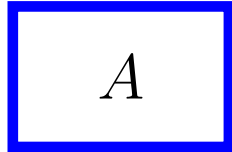
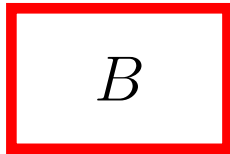
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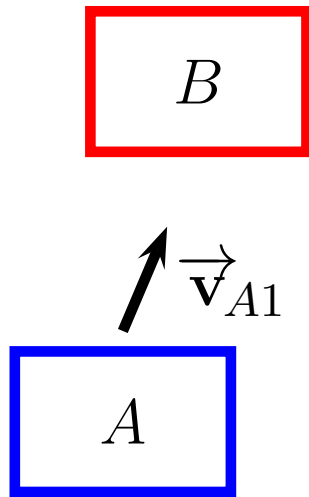
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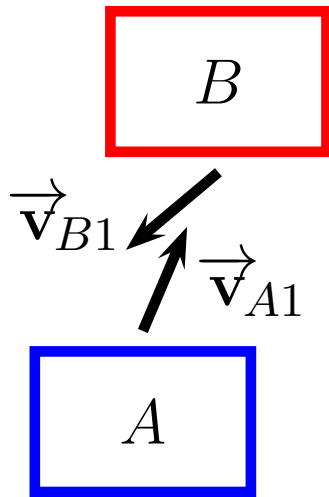
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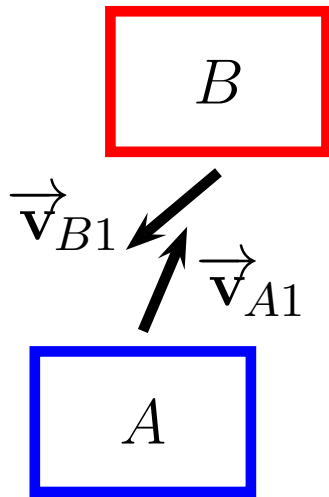
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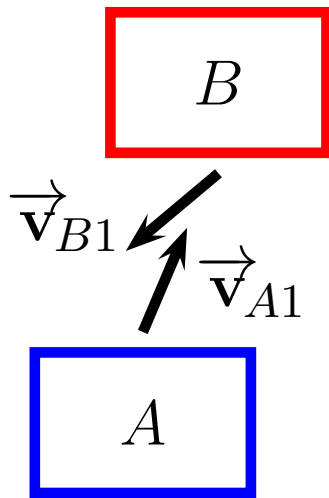


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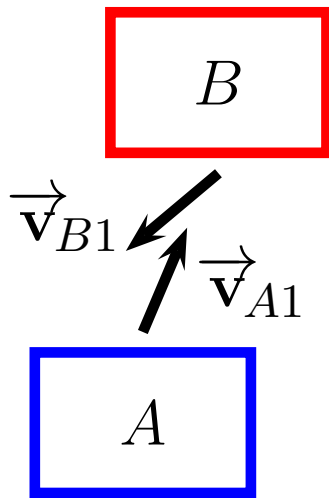
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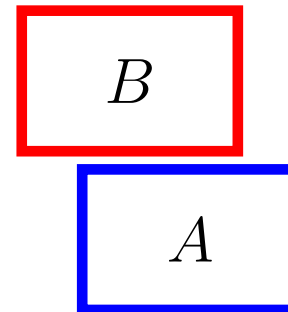
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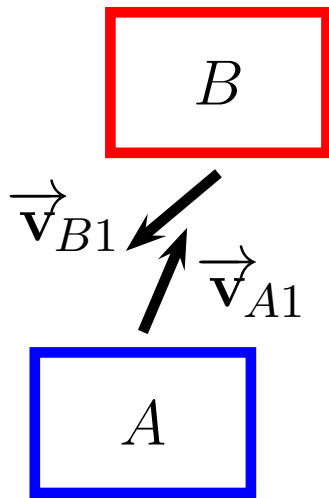
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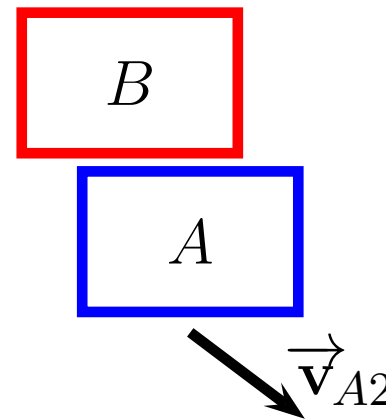
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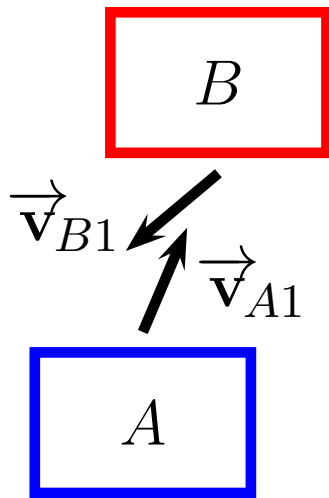
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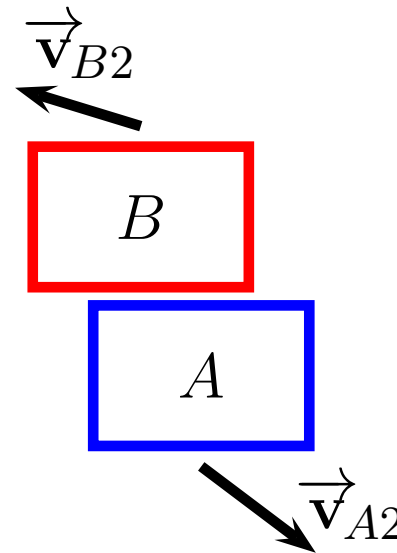
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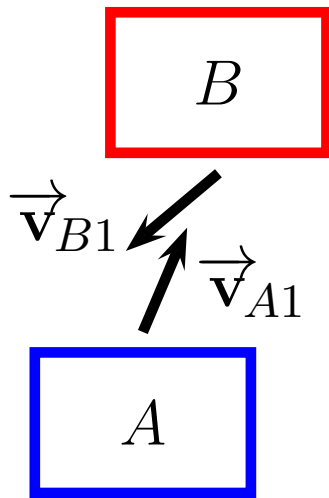
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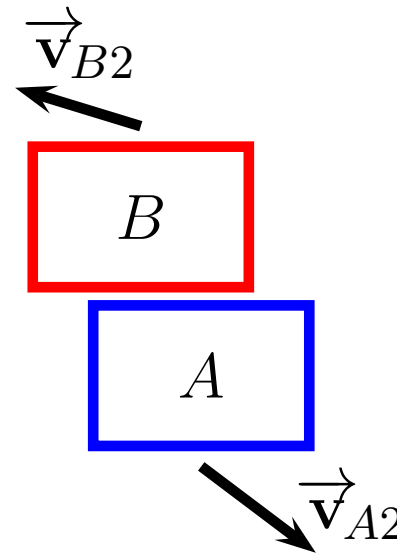
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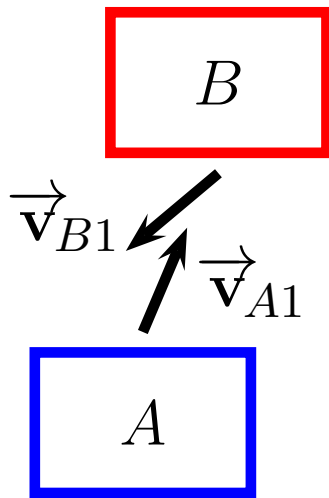


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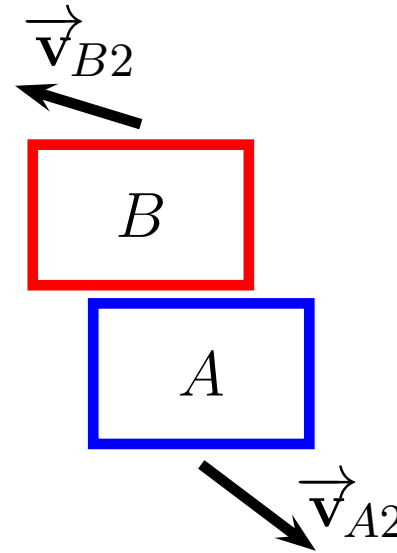
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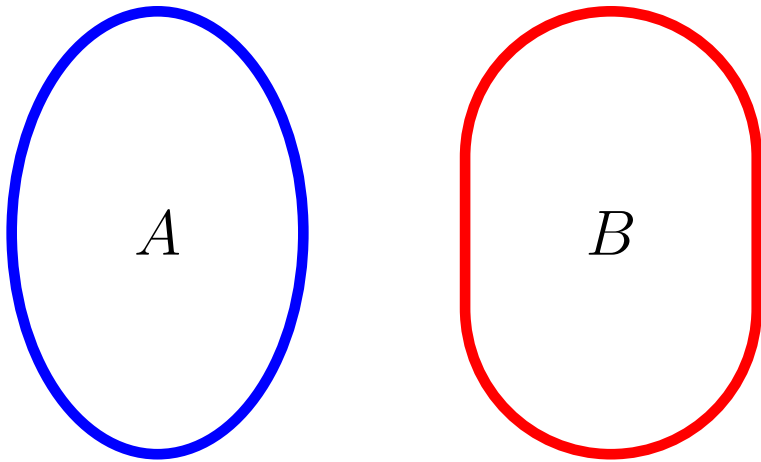


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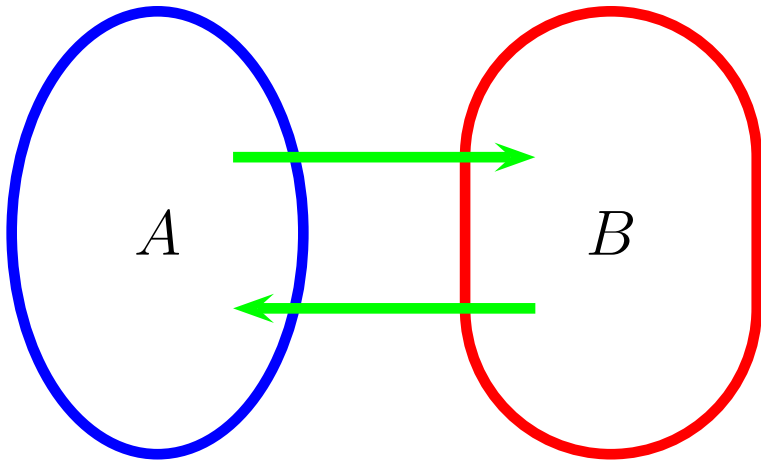
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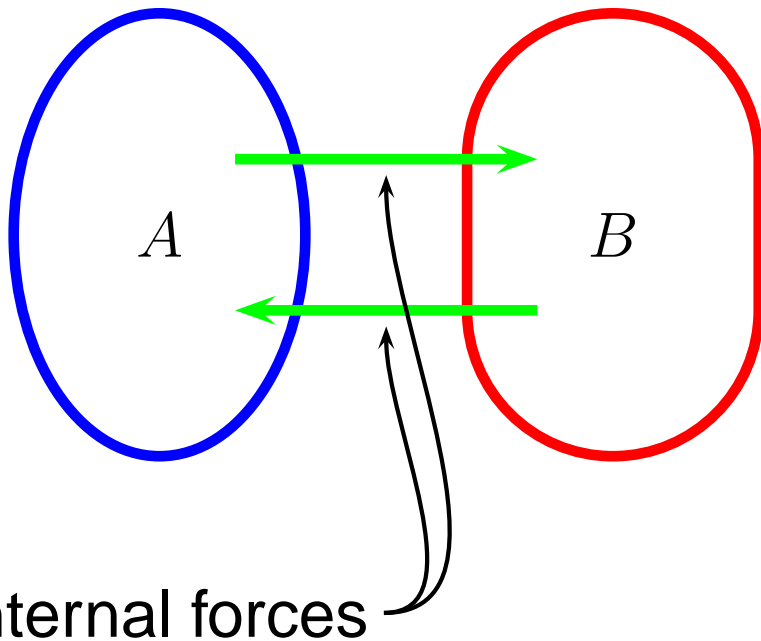
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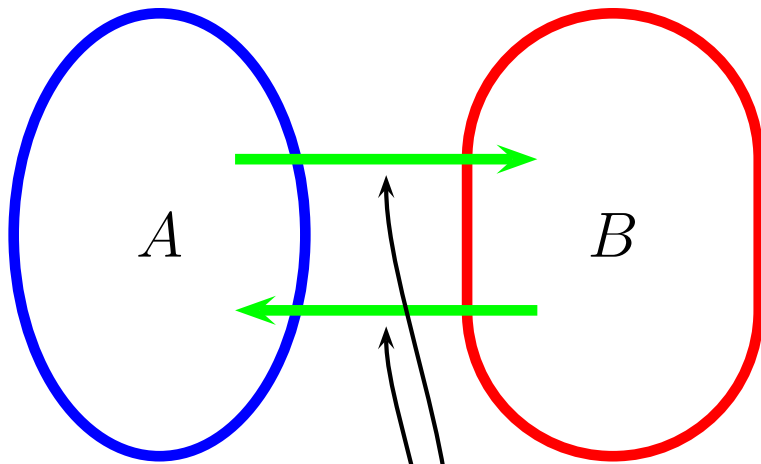
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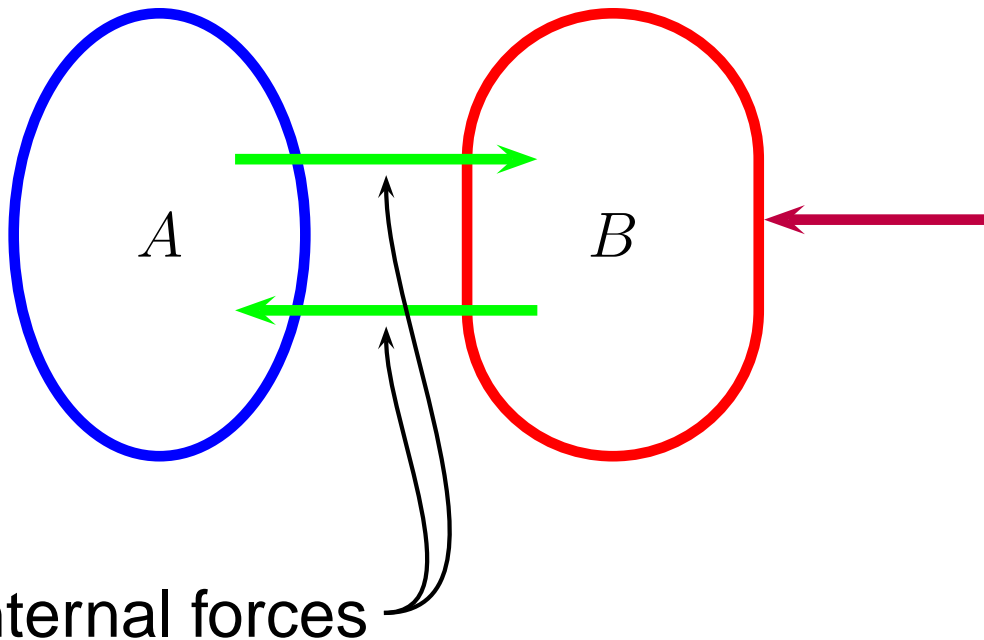


Internal Forces - Forces inside the system.
Always come in action/reaction pairs

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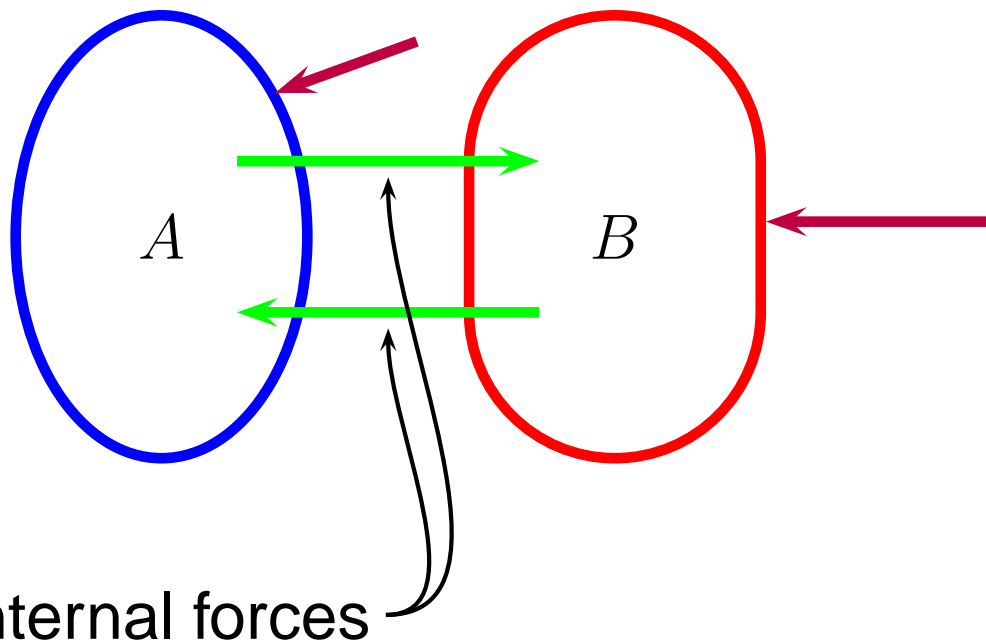
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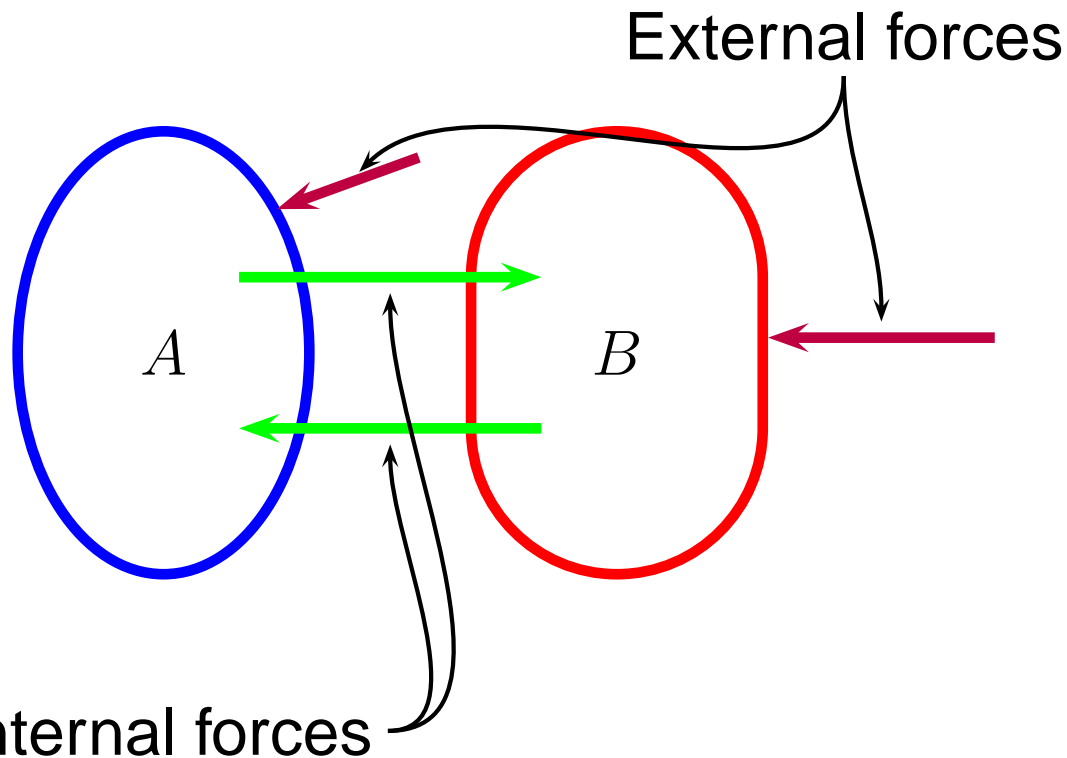
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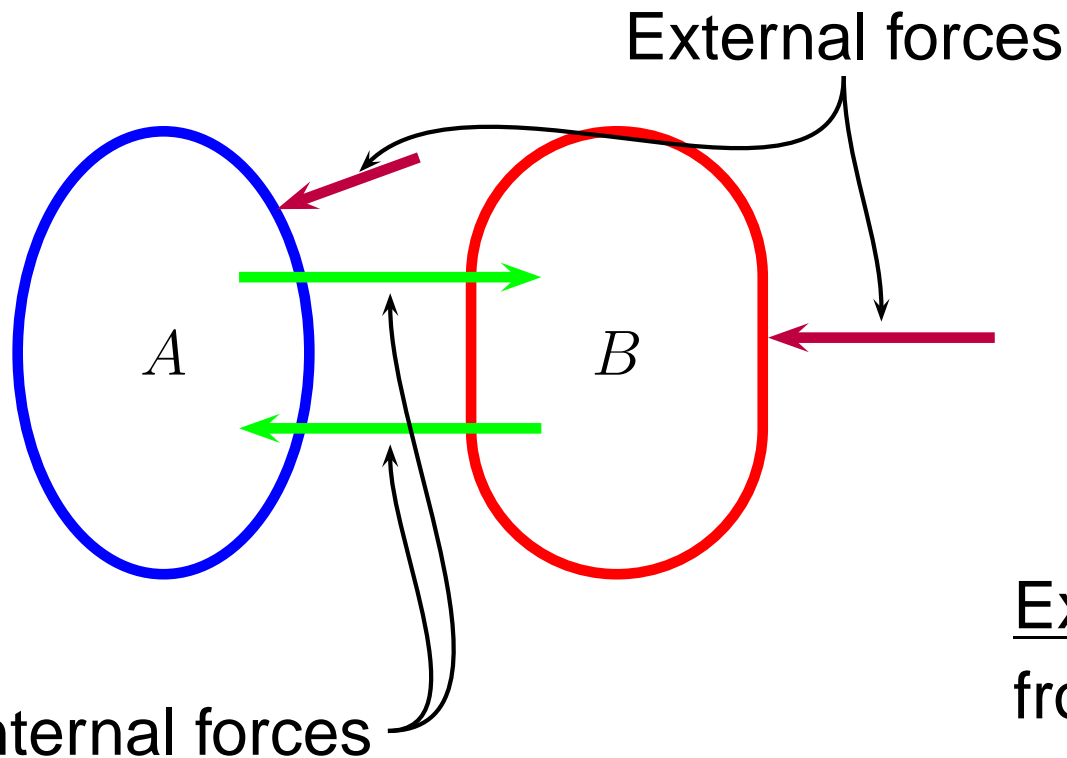
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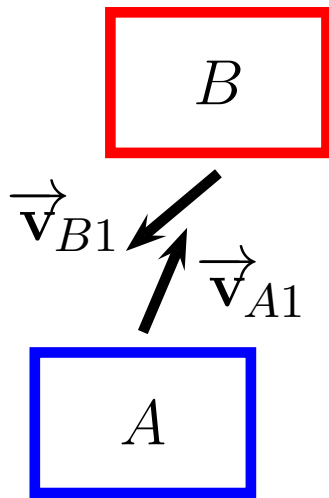
Example: Are the collisions from the previous lecture elastic?

Completely Inelastic Collisions

When the colliding objects stick together, the collision can *never* be elastic. This collision is called completely inelastic or a plastic collision.

Completely Inelastic Collisions

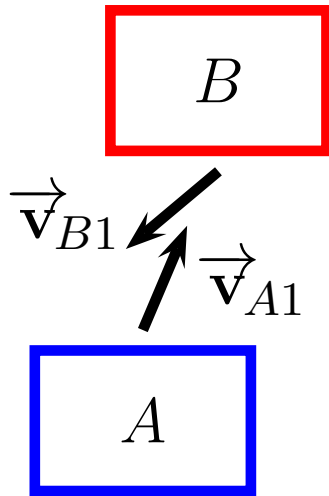
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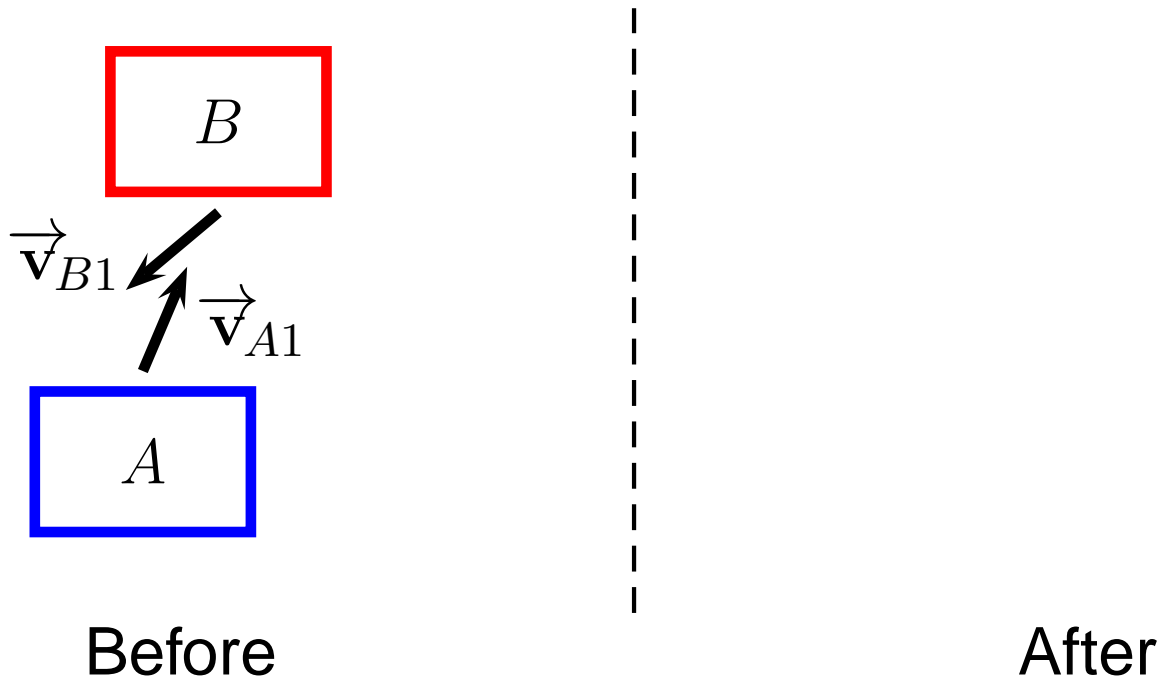


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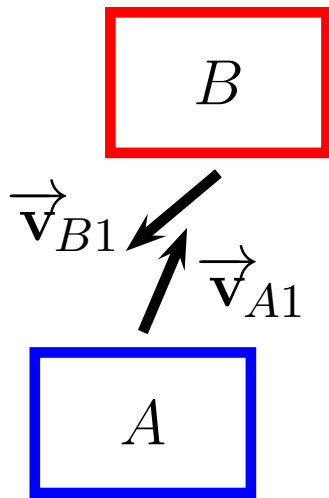
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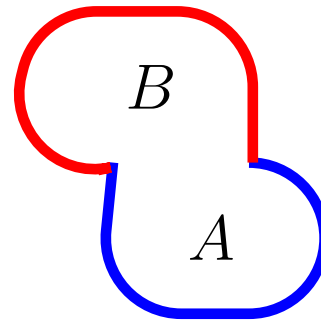
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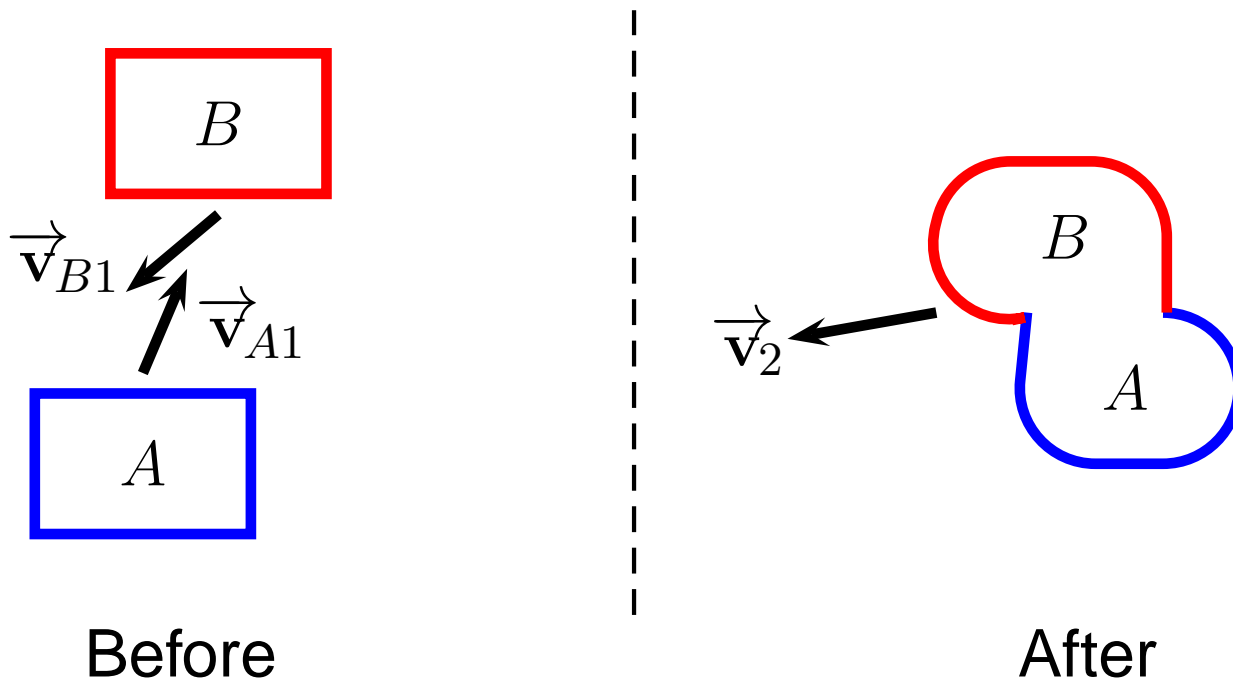
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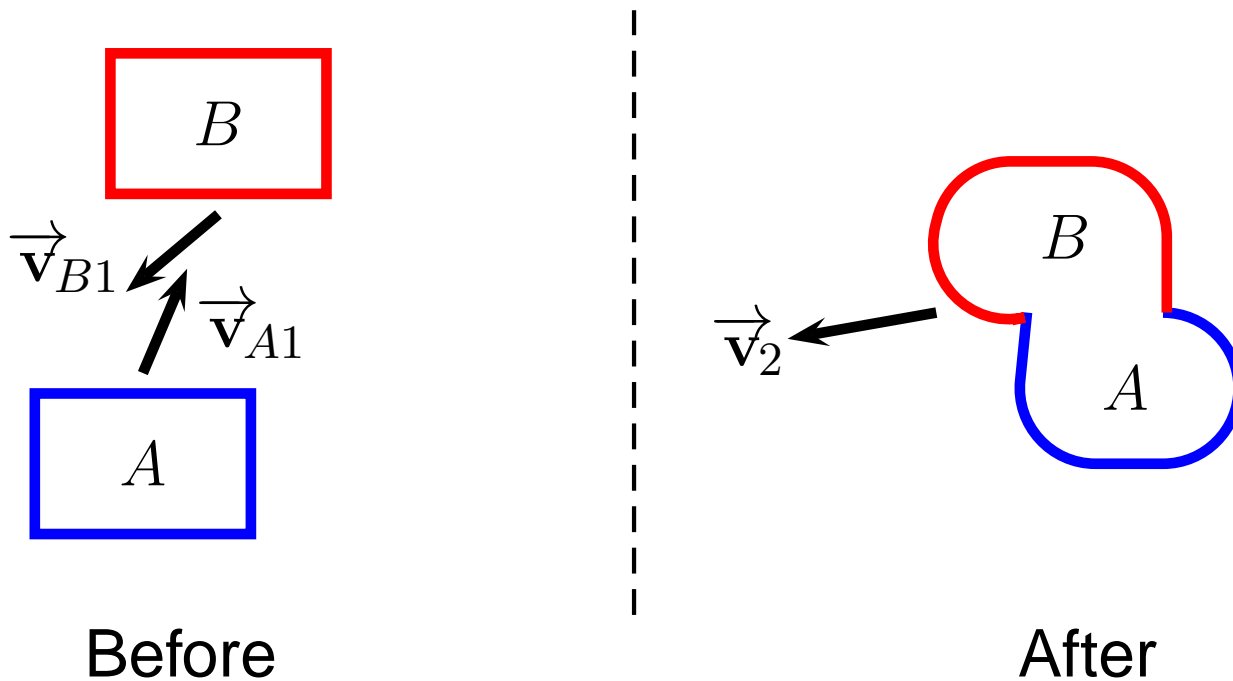
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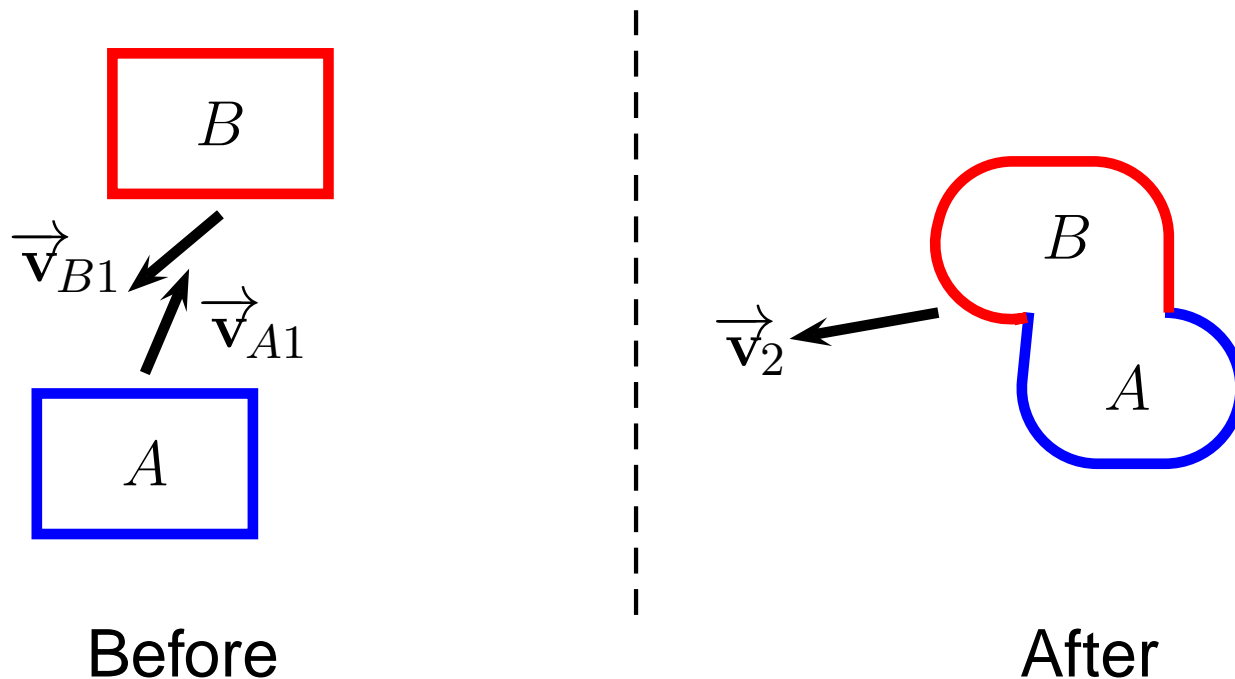


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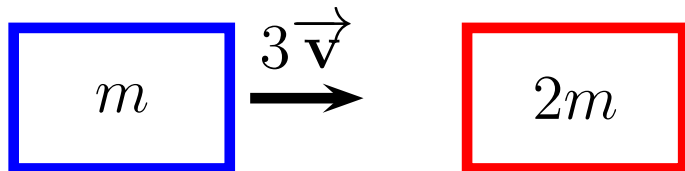
$$M_A \vec{v}_{A1} + M_B \vec{v}_{B1} = (M_A + M_B) \vec{v}_2$$

Clicker Quiz

A block with $M_A = m$ and velocity $3\vec{v}$ to the right has a completely inelastic collision with $M_B = 2m$ that is initially at rest. How fast must the masses be going the instant after their collision?

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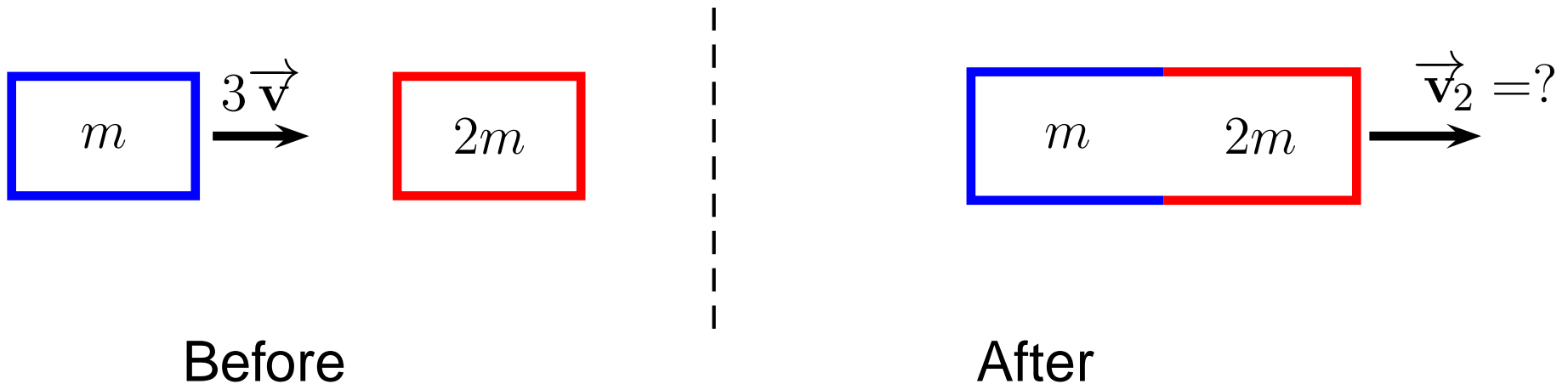
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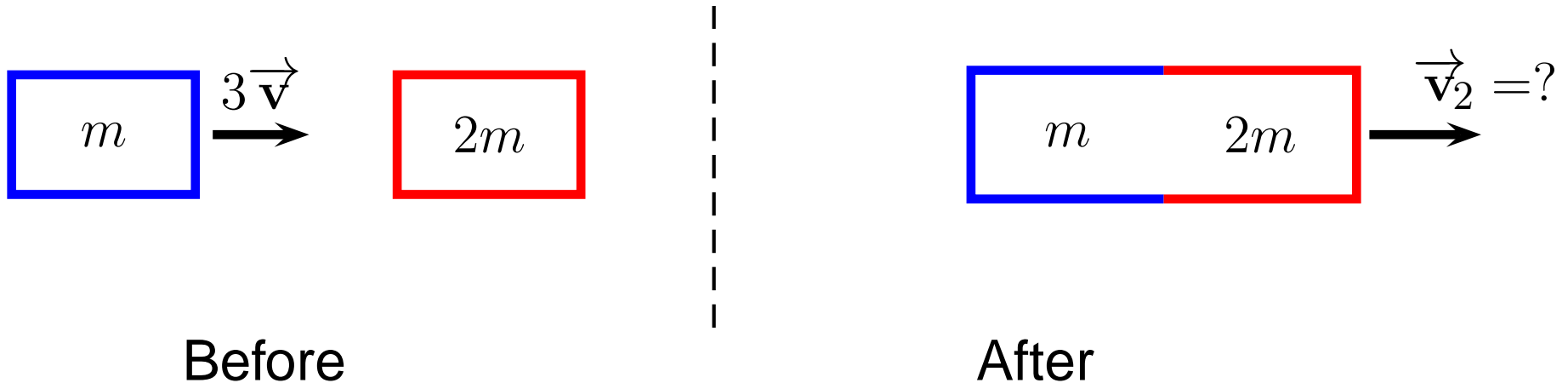
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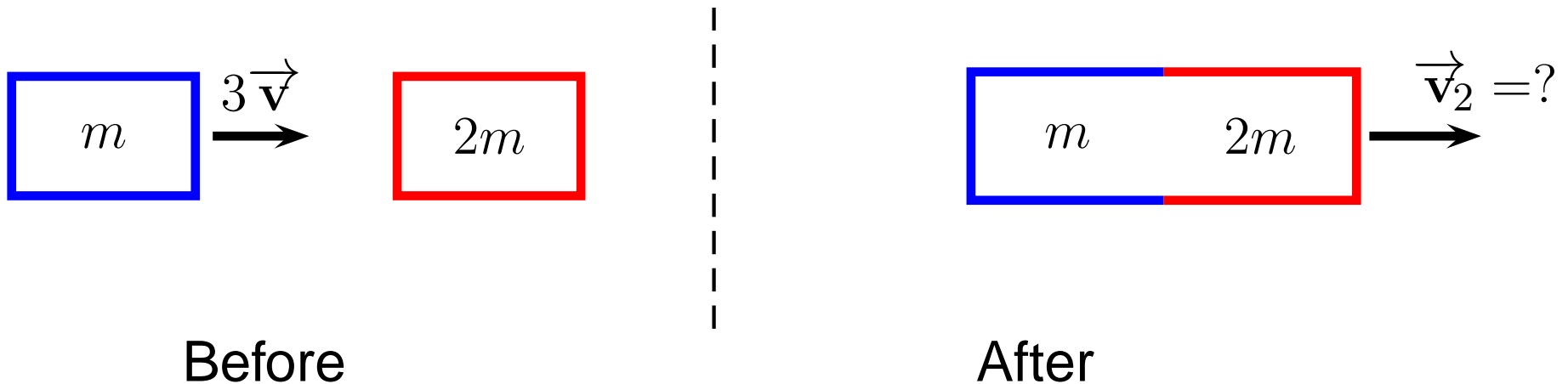
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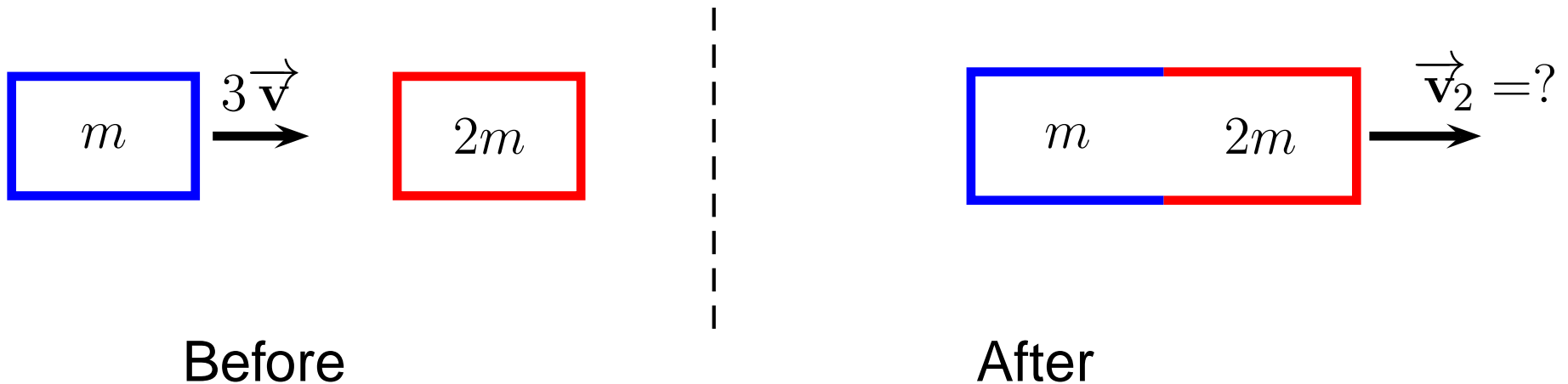


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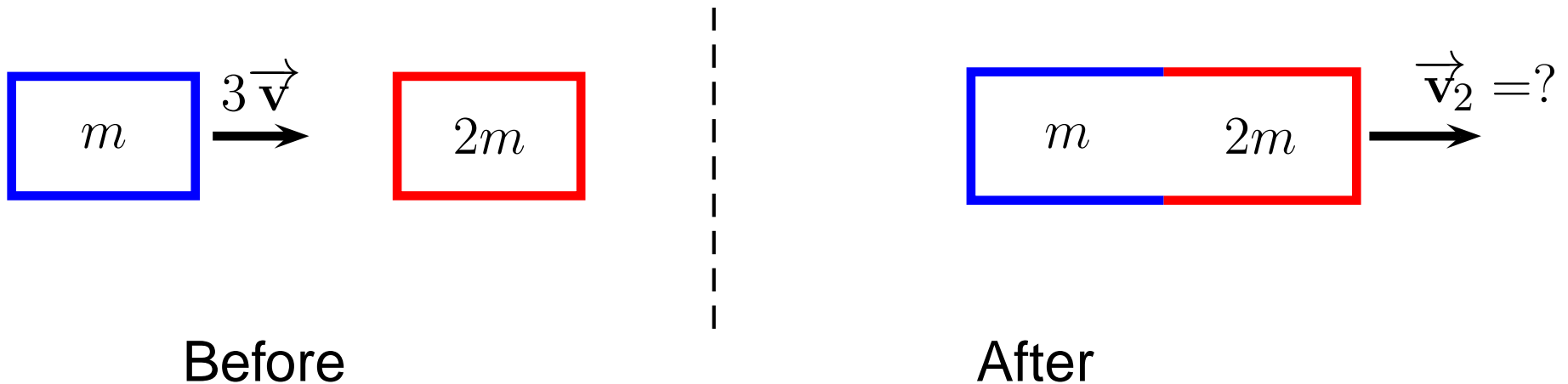
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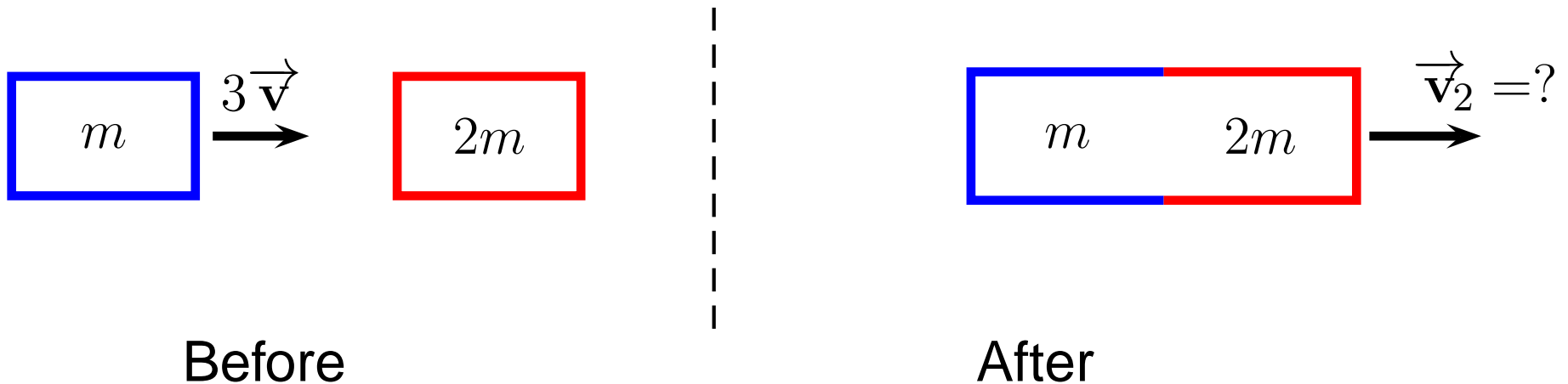
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Example: A 2900-*kg* Hummer H_2 going East on Lomas Boulevard at 11 *m/s* has a completely inelastic collision with a 730-*kg* smart-car going 25° East-of-North at 30 *m/s* on Monte-Vista Boulevard. What is the speed and direction of the combination the instant after the collision?

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Only one way to have an elastic collision in 1D!

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Example: A 5-kg mass going 6 m/s to the right has a one-dimensional elastic collision with a 30 kg mass initially at rest. What are the speeds and direction of both afterwards?

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Infinitely many ways to have a 2D elastic collision

2D Example

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Example: A 2900-kg Hummer H_2 going East on Lomas Boulevard at 11 m/s has an elastic collision with a 730-kg smart-car going 25° East-of-North at 30 m/s on Monte-Vista Boulevard. If the Hummer has a speed of 9 m/s afterwards, what is the speed of the smart-car and direction for both, the instant after the collision?