## SUMMARY SHEET – MECHANICS 1

## Momentum

The main ideas a	re			
	AQA	Edx	MEI	OCR
Momentum	M1	M1	M2	M1
Conservation law	M1	M1	M2	M1

## Momentum

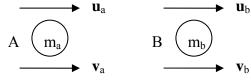
If an object of mass m has velocity  $\mathbf{v}$ , then the momentum of the object is its mass  $\mathbf{x}$  velocity,

i.e. Momentum =  $m\mathbf{v}$ Momentum is a vector quantity because it has both a magnitude and direction associated with it. Its units are kg ms<sup>-1</sup> or Newton seconds Ns.

## **Conservation law**

For a system of interacting particles, the total momentum of a system remains constant when there is no resultant external force acting.

If two particles collide:



Where:

 $m_a = mass of particle A$ 

 $m_b = mass of particle B$ 

 $\mathbf{u}_{a}$  = velocity of particle A before collision

 $\mathbf{u}_{b}$  = velocity of particle B before collision

 $\mathbf{v}_{a}$  = velocity of particle A after collision

 $\mathbf{v}_{b}$  = velocity of particle B after collision

Then, the principle of conservation of momentum is:  $m_a \mathbf{u}_a + m_b \mathbf{u}_b = m_a \mathbf{v}_a + m_b \mathbf{v}_b$ 

i.e. Total momentum before collision = Total momentum after collision

It is key to read these questions carefully noting the directions of the velocities of the particles both before and after a collision. Remember two particles could coalesce and move as one particle.

## Before the exam you should know:

- What momentum is, in particular that it is a vector.
- How to calculate the momentum of objects.
- About conservation of momentum and understand the calculations involved.

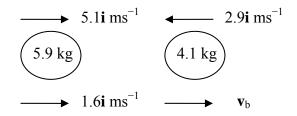
#### Example (Momentum)

A biker and their motorbike have a combined mass of 320 kg and are travelling along a straight horizontal road at 22 ms<sup>-1</sup>. A cyclist and their cycle, which have a combined mass of 80 kg, travel in the opposite direction at 10 ms<sup>-1</sup>. What is the momentum of the biker and what is the momentum of the cyclist?

Defining the direction of the biker as positive, then: momentum of biker =  $320 \times 22 = 7040$  kg ms<sup>-1</sup> momentum of cyclist =  $80 \times (-10) = -800$  kg ms<sup>-1</sup>

#### **Example** (Conservation law)

A particle, of mass 5.9 kg, travelling in a straight line at 5.1i ms<sup>-1</sup> collides with another particle, of mass 4.1 kg, travelling in the same straight line, but in the opposite direction, with a velocity of 2.9i ms<sup>-1</sup>. Given that after the collision the first particle continues to move in the same direction at 1.5i ms<sup>-1</sup>, what velocity does the second particle move with after the collision?



$$\begin{split} m_a \mathbf{u}_a + m_b \mathbf{u}_b &= m_a \mathbf{v}_a + m_b \mathbf{v}_b \\ 5.9 \times 5.1 \mathbf{i} + 4.1 \times (-2.9 \mathbf{i}) &= 2.9 \times 1.6 \mathbf{i} + 4.1 \times \mathbf{v}_b \\ 30.09 \mathbf{i} - 11.89 \mathbf{i} - 4.64 \mathbf{i} &= 4.1 \times \mathbf{v}_b \\ 13.56 \mathbf{i} &= 4.1 \mathbf{v}_b \\ \mathbf{v}_b &= 3.31 \mathbf{i} \ \mathrm{ms}^{-1} \end{split}$$

Disclaimer: Every effort has gone into ensuring the accuracy of this document. However, the FM Network can accept no responsibility for its content matching each specification exactly.

# REVISION SHEET – MECHANICS 1 MOTION GRAPHS

The main ideas are					
	AQA	Edx	MEI	OCR	
Displacement-time					
graphs	M1	M1	M1	M1	
Distance-time graphs	M1	M1	M1	M1	
Velocity-time graphs	M1	M1	M1	M1	
Interpreting the graphs	M1	M1	M1	M1	
Using differentiation and					
integration	M2	M2	M1	M1	
	1	1	1		

#### Before the exam you should know

- The difference between a distance-time graph and a displacement-time graph, and the difference between a speed-time graph and a velocity-time graph.
- The gradient of a displacement time graph gives the velocity and the gradient of a distance time graph gives the speed.
- The displacement from the starting point is given by the area under the velocity-time graph (where area below the *x*-axis is given a negative sign)
- In the case of a particle moving with a variable acceleration, know how to use differentiation and integration to calculate acceleration, velocity and displacement via the gradients and areas described in 2 and 3 above.

## Displacement-time graphs and distance-time graphs

A displacement time graph plots the displacement of the object from some fixed origin against time.

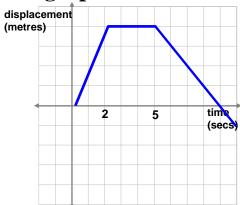
For example, the journey described in the graph to the right can be described as follows,

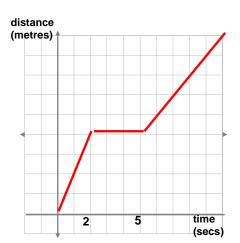
**Phase 1**: The object moves away from the origin (at a constant speed) for 2 seconds

Phase 2: It remains motionless for 3 seconds.

**Phase 3**: It starts moving back towards the origin at a constant speed returning to the origin after about 4 seconds and then continues in the same direction another second.

Here is a distance-time graph of the same journey. Notice that the gradient of the distance-time graph is never negative (as time increases it is impossible for the total distance you have travelled to decrease). The gradient is positive whenever the object is moving and it is zero whenever the object is stationary. In fact the gradient of the distance-time graph is the modulus of the gradient of the displacement-time graph at all times. Think about this!





## Velocity-time graphs and speed-time graphs

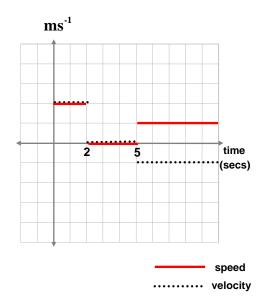
A velocity time graph plots the velocity of the object against time, whereas a speed-time graph plots speed against time. Remember an objects speed is just the modulus of its velocity.

For example for the journey we looked at in the displacementtime graph over the page the velocity-time graphs is drawn to the right as a dotted line and the speed time graph is drawn in as a solid line.

**Phase 1**: Object moving in a direction (which has been designated the "positive direction" at a constant speed of  $2 \text{ ms}^{-1}$ .

Phase 2: Stationary, zero velocity.

**Phase 3**: Moving in the opposite direction to phase 1(the negative direction) at a constant speed of 1 ms<sup>-1</sup>, and therefore with a velocity of -1 ms<sup>-1</sup>.



## Interpreting the features of a graph.

#### Key Points

The *gradient* of a velocity time graph gives the *acceleration*. The *area underneath* (taking area below the *x*-axis to have a negative sign) a velocity time graph gives the *displacement*.

> The *gradient* of a displacement-time graph gives the *velocity* The *gradient* of a distance-time graph gives the *speed*.

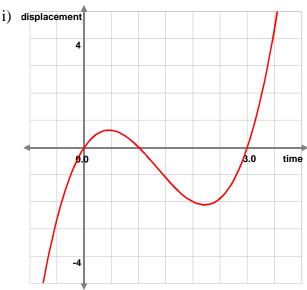
In the case of non-constant acceleration the gradients and areas can be calculated using differentiation and integration.

Here is an example involving a particle moving with a non-constant acceleration. (In fact the acceleration at time *t* is 6*t*, can you see why? Hint – differentiate the expression for the displacement twice.) **Example.** A particle moves so that its displacement, *x*, from a fixed origin at time *t* where  $0 \le t \le 3$  is given by x = t(t-1)(t-3).

*i)* Sketch a displacement-time graph of this journey.

*ii)* What is the velocity of the particle when t = 1 and when t = 2?

#### Solution.



ii) To calculate the velocity at the times given firstly differentiate the displacement with respect to time.

x = t(t-1)(t-3) so the easiest way to do this is probably to multiply out the brackets so that there is a polynomial in *t* to differentiate. Hence,  $x = t(t-1)(t-3) = t^3 - 4t^2 + 3t$ .

And so 
$$\frac{dx}{dt} = 3t^2 - 8t + 3$$
.  
When  $t = 1$ :  $\frac{dx}{dt} = 3 - 8 + 3 = -2 \text{ms}^{-1}$   
and when  $t = 2$ :  
 $\frac{dx}{dt} = (3 \times 4) - (8 \times 2) + 3 = -1 \text{ms}^{-1}$ .

Disclaimer: Every effort has gone into ensuring the accuracy of this document. Howe each specification exactly.

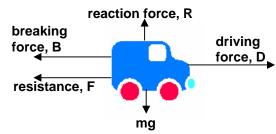
# **NEWTON'S LAWS APPLIED ALONG A LINE**

The main ideas a	ire			
	AQA	Edx	MEI	OCR
Motion in a horizontal plane	M1	M1	M1	M1
Motion in a vertical plane	M1	M1	M1	M1
Pulleys	M1	M1	M1	M1
Connected bodies	M1	M1	M1	M1

## **Type of Problem**

The type of problem that will be looked at on this sheet is largely concerned with objects which are moving in a horizontal or vertical straight line. Note that in many of these problems the resistive force could be taken to represent friction. However, friction is discussed in the revision sheet 'vectors and Newton's laws in 2D' (and is not required for the MEI M1 specification)

# <u>Moving in the horizontal plane (e.g a car, a train, a ship)</u>



## Before the exam you should know:

1. You should know Newton's second law, that the change in motion is proportional to the force, or as an equation

$$F = ma$$

where F is the resultant force, m is the mass of the object and a is its acceleration.

- 2. Newton's first law that every particle continues in a state of rest or uniform motion in a straight line unless acted on by a resultant external force.
- 3. Newton's third law, that when one object exerts a force on another there is always a reaction, which is equal and opposite in direction, to the acting force.
- 4. The five SUVAT equations, what each letter stands for and when to use them. They are:

$$v = u + at, \qquad s = \left(\frac{u+v}{2}\right) \times t,$$
$$s = ut + \frac{1}{2}at^{2}, \quad v^{2} = u^{2} + 2as, \quad s = vt - \frac{1}{2}at^{2}$$

When the vehicle is moving along a horizontal road, the reaction force and the weight force (labeled mg in the diagram) are equal and opposite i.e.  $\mathbf{R} = \mathbf{mg}$  and as they are perpendicular to the horizontal motion they do not contribute (unless Friction is involved, which is related to R). So the resultant force acts in the horizontal direction and equals (taking right as positive):  $\mathbf{D} - \mathbf{B} - \mathbf{F}$ 

#### Moving in the vertical plane (e.g balls thrown vertically in the air, crates hanging from ropes, lifts)

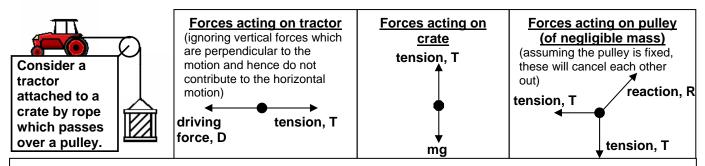


The only forces acting on the crate are in the vertical direction. Hence the resultant force acts in the vertical direction. If the tension is greater than *mg* the crate will accelerate upwards (or decelerate if the crate is already moving down). If the tension equals *mg* the crate will maintain its current velocity (or remain stationary). If the tension is less than mg the crate will accelerate downwards (or decelerate if the crate is already moving upwards).

We also need to know how to deal with situations of this type in which objects are connected. It is possible to have an object moving in a straight line in the horizontal plane connected to an object moving in a straight line in the vertical plane (via a pulley). We need to know how to deal with this too.

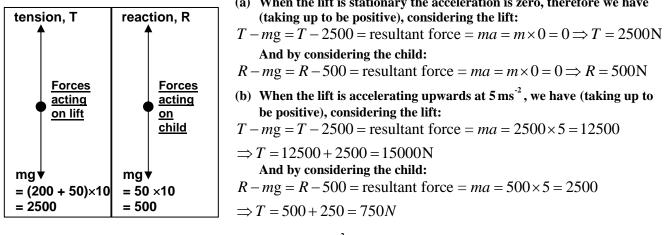
The common theme is that Newton's second law will always be used, which when written as an equation, reads: resultant force =  $mass \times acceleration$ .

**Pulleys** The tension in a rope passing over a pulley is constant throughout the length of the rope (assuming no friction in the pulley, which is always the case in Mechanics 1).



#### Key Point: The value of T is the same in all three of the above force diagrams.

**Typical Standard Problem**: A child of mass 50kg is in a lift of mass 200kg. Calculate the tension in the lift cable and the reaction force (of the lift floor on the child) when a) the lift is stationary, b) the lift going up and accelerating at  $5 \text{ ms}^{-2}$ , c) the lift is going down and decelerating at  $5 \text{ ms}^{-2}$ . (let  $g = 10 \text{ ms}^{-2}$ ). **Solution:** (a) When the lift is stationary the acceleration is zero, therefore we have

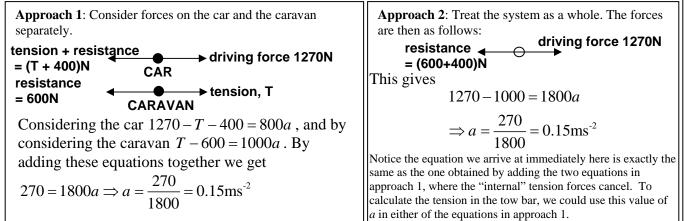


(c) When the lift is going down and decelerating at 5 ms<sup>-2</sup>, as the acceleration is in the opposite direction to the motion, the acceleration is upwards. Thus, we have an upwards acceleration of 5 ms<sup>-2</sup> and so our answers are exactly as in (b).

#### **Connected Bodies Example:**

A car, mass 800kg is pulling a caravan, mass 1000kg along a straight, horizontal road. The caravan is connected to the car with a light, rigid tow bar. The car is exerting a driving force of 1270N. The resistances to forward motion are 400N on the car and 600N on the caravan. These resistances remain constant. Calculate the acceleration of the car and caravan.

Solution: There are two possible approaches:



Disclaimer: Every effort has gone into ensuring the accuracy of this document. However, the FM Network can accept no responsibility for its content matching each specification exactly.

## PROJECTILES

The main ideas a	are			
	AQA	Edx	MEI	OCR
The maximum height of a projectile	M1	M2	M1	M2
The range of a projectile	M1	M2	M1	M2
The path of a projectile	M1	M2	M1	M2

# Finding the maximum height of a projectile

#### Example

A ball is kicked with a speed of  $15 \text{ ms}^{-1}$  over level ground at an angle of  $40^{\circ}$  to the horizontal. What is the maximum height reached?

#### Solution

We are concerned with the vertical component of the ball's motion.

 $u_{v} = 15 \sin 40^{\circ}$ 

 $a_{y} = g = -9.8$ 

 $v_{y} = 0$  (at maximum height)

y = ? (this is the maximum height we wish to find)

Choose the appropriate equation of motion, based on the information you have and what you need to calculate:  $y^2 = u^2 + 2as$ 

$$y = \frac{v_y^2 - u_y^2}{2a_y}$$
  
=  $\frac{0 - (15\sin 40^\circ)^2}{2 \times -9.8}$   
= 4.74m (3 s.f.)

so the maximum height of the ball is 4.74m (3 s.f.)

## Before the exam you should know:

You **must** be completely familiar and fluent with all of the constant acceleration equations, especially:  $\mathbf{v} = \mathbf{u} + \mathbf{a}t$ 

$$\mathbf{r} = \mathbf{u}t + \frac{1}{2}\mathbf{a}t^2$$

- You **must** be fluent with the use of vectors and resolving into horizontal and vertical components.
- The only force which acts on a projectile is gravity and we assume:
  - a projectile is a particle
  - it is not powered
  - the air has no effect on its motion
- A projectile experiences a constant acceleration of  $g = 9.8 \text{ms}^{-2}$  vertically downwards
- The horizontal component of acceleration is 0 for a projectile, so its horizontal component of velocity is **constant**.
- If a projectile has an initial speed *u*, at an angle of θ to the horizontal, its initial velocity is

$$\mathbf{u} = \begin{pmatrix} u \cos \theta \\ u \sin \theta \end{pmatrix} \text{ and its acceleration is } \begin{pmatrix} 0 \\ -g \end{pmatrix}$$

- At maximum height, the vertical component of a projectile's velocity,  $v_y$ , is 0.
- Know how to derive the equation of the path of a projectile:  $y = x \tan \theta \frac{gx^2}{2u^2} (1 + \tan^2 \theta)$

## Finding the range of a projectile

Continuing the example used for maximum height, if the ball is kicked over level ground, the point where it lands will have vertical displacement, y, of 0. Its range is its horizontal displacement, x, from its starting point at the point where it lands. To calculate the ball's range, you can calculate the time it takes to return to the ground and then use this time to calculate the horizontal displacement at that time.

Question: What is the range of the ball?

#### Solution

Considering the vertical motion:

 $u_y = 15 \sin 40^\circ$ 

 $a_v = -9.8$ 

y = 0 (when the ball returns to the ground)

t = ? (when the ball returns to the ground)

$$y = t \left( u_y + \frac{1}{2} a_y t \right) \Longrightarrow 0 = t \left( 15 \sin 40^\circ - 4.9t \right)$$
$$\Longrightarrow t = 0 \text{ or } t = \frac{15 \sin 40^\circ}{4.9} = 1.968 \text{ seconds } (4 \text{ s.f.})$$

Now considering the horizontal motion:

 $u_x = 15 \cos 40^{\circ}$   $a_x = 0$  x = ? (the range) t = 1.968(when the ball returns to the ground, calculated above)

$$x = t \left( u_x + \frac{1}{2} a_x t \right) \Rightarrow x = 1.968 \left( 15 \cos 40^\circ + 0 \right) = 22.6 \text{m} (3\text{s.f.})$$

## Finding the path of a projectile

Sticking with the same example:

Question: Derive the equation of the path of the ball, assuming it starts at the origin.

#### Solution

Using 
$$s = ut + \frac{1}{2}at^2$$
 with  $u_x = 15\cos 40^\circ$  and  $u_y = 15\sin 40^\circ$  gives:  
 $x = (15\cos 40^\circ)t$  [1] and  $y = (15\sin 40^\circ)t - 4.9t^2$  [2]  
[1]  $\Rightarrow t = \frac{x}{15\cos 40^\circ}$ . Substituting for t in [2] gives  
 $y = x \tan 40^\circ - 4.9 \times \frac{x^2}{(15\cos 40^\circ)^2}$ 

Choose the appropriate equation of motion, based on the information you have and what you need to calculate:

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

t = 0 is when the ball left the ground, so it lands when t = 1.968 seconds (4s.f.)

Choose the appropriate equation of motion, based on the information you have and what you need to calculate:

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

The range of the ball is 22.6m (3 s.f.)

The path of the ball is the parabola  $y = 0.839x - 0.0371x^2$  (3 s.f.)

Disclaimer: Every effort has gone into ensuring the accuracy of this document. However, the FM Network can accept no responsibility for its content matching each specification exactly.

# **CONSTANT ACCELERATION & "SUVAT" EQUATIONS**

The main ideas are					
	AQA	Edx	MEI	OCR	
Introduction to the					
variables	M1	M1	M1	M1	
Using the variables	M1	M1	M1	M1	

Problems involving bodies or systems acted upon by constant forces often begin by calculating the acceleration using Newton's second law; once the acceleration has been found, they become *suvat* problems.

The variables which appear in the SUVAT equations are:

*u* = initial velocity

```
v = velocity after t seconds
```

- a = acceleration
- t = time
- s = displacement (from the initial displacement) at time t.

#### Important things to remember:

- *The SUVAT equations can only be used for objects moving under a constant acceleration.* This occurs whenever a constant force is applied to a body for a period of time.
- If, over the course of a journey, the acceleration changes from one constant rate to another constant rate (e.g 5ms<sup>-2</sup> for 2 seconds followed by -3ms<sup>-2</sup> for 5 seconds) the SUVAT equations must be applied to each leg of the journey separately. The final velocity for the first leg will be the initial velocity for the second leg.
- *Be careful with units.* Make sure that your units are consistent with one another. e.g. if acceleration is given in ms<sup>-2</sup> it might be wise to give all displacements in m, all times in seconds and all velocities in ms<sup>-1</sup>.
- *Get your signs right*. In these problems the particle is always moving in a straight line. From the starting position you should decide which way along the line you are going to specify as the positive direction and which way the negative. From then on be consistent with your choice. Remember it is possible for a particle to have a positive velocity and a negative acceleration.
- *Select the equation you use appropriately.* Work out which variables you know and which variable you need to do this.

## Try to have a clear picture in your mind of what is going on.

Here are some examples of this. In them we've specified right as positive and left as negative.

## Before the exam you should know:

1. The five SUVAT equations, what each letter stands for and when to use them. They are: y = u + at.

$$s = \left(\frac{u+v}{2}\right) \times t,$$
  

$$v^{2} = u^{2} + 2as$$
  

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

$$s = vt - \frac{1}{2}at^{2}$$

2. You should know the units of all the quantities in the SUVAT equations.

**Example 1.** If  $u = -3 \text{ms}^{-1}$ and  $v = 6 \text{ms}^{-1}$  when t = 3seconds we expect the

**Example 3.** If  $u = 4\text{ms}^{-1}$  with  $a = -6\text{ms}^{-2}$  then plugging s = 3m into

 $3 = 4t - 3t^2$  or  $3t^2 - 4t - 3 = (3t - 1)(t - 3) = 0$ . Which means that

 $t = \frac{1}{2}$  or t = 3. This is because there are two occasions when the

particle is 3m to the right of the starting point. The first time when

the particle has positive velocity, the second time after the particle

has slowed to a stop and began moving in the opposite direction due

particle to have a positive

the equation  $s = ut + \frac{at^2}{2}$  gives

to the leftwards acceleration.

acceleration



Example 2. If  $u = 6 \text{ms}^{-1}$  and  $a = -3 \text{ms}^{-1}$  the particle begins by moving to the right. Its acceleration is in the opposite direction to this movement and so it's actually a deceleration. After two seconds its velocity is zero (why?). From then on it moves to the left accelerating in that direction.

### **Standard Questions**

1. A car decelerates from 24ms<sup>-1</sup> to rest in 5s. Assuming the deceleration is constant, calculate how for the car travels in this time.

#### Solution

We know  $u = 24 \text{ms}^{-1}$ ,  $v = 0 \text{ms}^{-1}$ , t = 5s. We want s.

The equation to use is therefore  $s = \left(\frac{u+v}{2}\right) \times t$ .

This gives  $s = \frac{24}{2} \times 5 = 60$  m.

2. A ball is thrown vertically in the air with a speed of 20ms<sup>-1</sup>. It accelerates (downwards) at a rate of 9.8ms<sup>-2</sup>. How long does it take to hit the ground?

#### Solution

In this we have  $u = 20 \text{ms}^{-1}$ . (I've designated up as being positive here.) We have  $a = -9.8 \text{m/s}^2$ . We would like to know at what time t, s = 0. It looks as though  $s = ut + 0.5at^2$  is the right choice of equation. We have  $0 = 20t - 4.9t^2 = t(20 - 4.9t)$ . The values of t for which this is true are t = 0 and  $t = \frac{20}{4.9} = 4.08$  to two decimal places. Clearly t = 0

is when the ball is thrown so the time we require is 4.08 seconds.

#### Harder Questions

In early examples using the SUVAT equations you are given three of the quantities u, v, a, t and s and are asked to calculate one of the other two. It's easy to do this by selecting the appropriate equation. A more difficult question is one where given enough information simultaneous equations involving two of the variables can be set-up. The following is an example of this:

A ball is dropped from a building and falls with acceleration 10ms<sup>-2</sup>. The distance between floors is constant. The ball takes 0.5 secs to fall from floor 8 to floor 7 and only 0.3 secs to fall from floor 7 to floor 6. What is the distance between the floors?

#### Solution

The trick is to see that we have information about two journeys both starting at floor 8. One is the journey from floor 8 to floor 7 which takes 0.5s the other is twice as long, the journey from floor 8 to floor 6 which takes 0.5 + 0.3 = 0.8s If we let *u* be the velocity at floor 8. Then we have using  $s = ut + 0.5at^2$ , Journey 1:  $s = u \times 0.5 + 0.5 \times 10 \times 0.5^2 = 0.5u + 1.25$ Journey 2:  $2s = u \times 0.8 + 0.5 \times 10 \times 0.8^2 = 0.5u + 3.2$ This gives simultaneous equations

s - 0.5u = 1.25 and 2s - 0.5u = 3.2 which can be solved to discover *s*. (i.e. s = 1.95 m)

# **VECTORS AND NEWTON'S LAWS IN 2 DIMENSIONS**

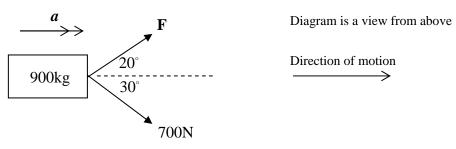
The main ideas a <u>re</u>				
	AQA	Edx	MEI	OCR
Resolving forces into				
components	M1	M1	M1	M1
Motion on a slope	M1	M1	M1	<b>M</b> 1
Motion on a slope (including				
friction)	M1	M1	M2	M1

#### Example

Two people pull on separate light inextensible ropes, which are attached to the front of a stationary car of mass 900kg. The first pulls the rope at an angle of  $30^{\circ}$  to the right of the direction of motion and the tension in the rope is 700N. The second pulls at an angle of  $20^{\circ}$  to the left of the line of motion.

- (a) With what force is the second person pushing?
- (b) What is the acceleration of the car?
- (c) Assuming the forces remain constant, how fast will the car be moving after 3 seconds?

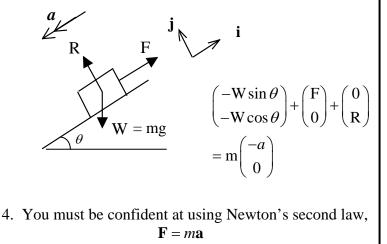
#### **Solution** Begin with a clear diagram:



- (a) There can be no force perpendicular to the direction of motion so, resolving perpendicular to the direction of motion:  $700 \sin 30^\circ F \sin 20^\circ = 0 \Rightarrow F = 1020N$  (3s.f.)
- (b) Resolving in the direction of motion: From Newton's second law,  $700 \cos 30^{\circ} + 1023 \cos 20^{\circ} = 900a \implies a = 1.74 \text{ms}^{-2}$
- (c) u = 0, a = 1.742, t = 3, v = ? $v = u + at \implies v = 5.23 \text{ms}^{-1}$

#### Before the exam you should know:

- 1. You must be confident with the use of vectors.
- 2. You must be able to draw clear diagrams showing forces.
- 3. You must be confident at resolving forces into components, both horizontally and vertically, or parallel and perpendicular to a slope.



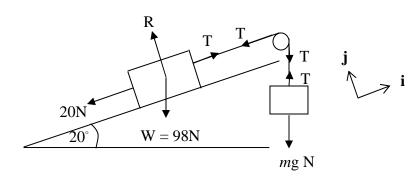
The previous example was solved by resolving parallel and perpendicular to the direction of motion separately. In the next example vector equations are used. Both methods are equally good. You should be happy with both.

#### Example

Solution (a)

A block of mass 10kg is at rest on a plane which is inclined at 20° to the horizontal. A light, inelastic string is attached to the block, passes over a smooth pulley and supports a mass m which is hanging freely. The part of the string between the block and the pulley is parallel to the line of greatest slope of the plane. A friction force of 20N opposes the motion of the block.

- (a) Draw a diagram and mark on all the forces on the block and the hanging mass, including the tension in the string.
- (b) Calculate the value of *m* when the block slides up the plane at a constant speed and find the tension in the string and the normal reaction between the block and the plane.
- (c) Calculate the acceleration of the system when m = 6 kg and find the tension in the string in this case.



(b) When the block is moving with constant velocity, the forces on the block must be in equilibrium. Using Newton's second law:

$$\begin{pmatrix} -20\\0 \end{pmatrix} + \begin{pmatrix} 0\\R \end{pmatrix} + \begin{pmatrix} -98\sin 20^{\circ}\\-98\cos 20^{\circ} \end{pmatrix} + \begin{pmatrix} T\\0 \end{pmatrix} = 10 \begin{pmatrix} 0\\0 \end{pmatrix} \implies T = 53.5 \text{ N} (3 \text{ s.f.}) \text{ (from the } \mathbf{i} \text{ component)} \\ R = 92.1 \text{ N} (3 \text{ s.f.}) \text{ (from the } \mathbf{j} \text{ component)}$$

Considering the forces on the hanging mass,  $T = mg \Rightarrow m = \frac{53.52}{9.8} = 5.46 \text{ N}$ 

(c) As the block and the mass are connected bodies, they both experience the same acceleration. Let this acceleration be *a*.
 Using Newton's second law:

Considering the 10 kg block, resolving parallel to the slope:  $T - 20 - 98 \sin 20^\circ = 10a$  [1] Considering the 6 kg hanging mass: 6g - T = 6a [2]

Solving [1] and [2] simultaneously gives:  $a = 0.330 \text{ ms}^{-2}$  (3 s.f.), T = 56.8 N (3 s.f.)