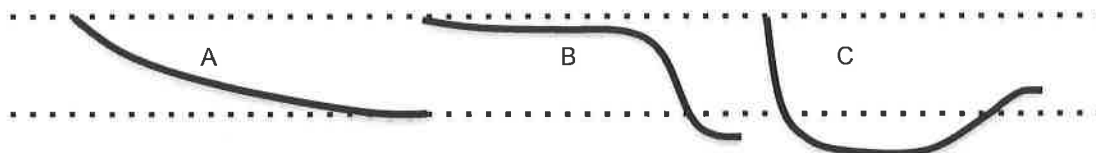


1. 10 pts. Shown are three frictionless tracks, each is of equal length, but bent differently. I drop a marble down each track.



- a) We want to know which marbles come off with the highest speed. **Explain why using energy is the way to figure this out:**

We know $KE_0 = 0$ because $v_0 = 0$, so
 total $\Delta KE = -\Delta PE$ so $\frac{1}{2}mv^2 \propto \Delta h$, $v \propto \sqrt{\Delta h}$

- b) Rank the tracks according to **final speed** when it goes off the track, from fastest to slowest, or state why they all come off with the same speed.

$B > A > C$ because B drops the most, C the least from beginning to end.

- c) We want to know which marbles took the most time. **Explain why using energy is the way to figure this out:**

Using the same logic above, we see that the one that has the highest average v will have the shortest time.

- d) Rank the tracks according to time taken to get to the end of the track, from shortest time to longest time, or state why they all take the same time.

$C < A < B$ Even though ~~the~~ track C ends the highest, and so has the lowest final speed, it spends the majority of the trip at the lowest elevation + so will have the highest average speed + lowest time.

2. Your Statements:

- a) Please write and sign the following statement: "I will not communicate any information about this test until after 2:00 PM today."

Signature _____

- b) If you didn't use a calculator for this test and would like extra credit for it, please write and sign the following statement: "I didn't use a calculator on this test - your signature"

Signature _____

3. (10 pts) You fire a 5g bullet into a 1 kg mass which embeds itself into the block. The bullet is well known to have a speed of 500 m/s. The mass slides 2.0 meters on a horizontal frictionless surface, and then compresses a spring as shown. The spring constant is 1000 N/m. We want to find the speed of the block immediately after the collision with the bullet and the compression of the spring.



- a) For each step of this process, explicitly state what is conserved and not conserved. You may refer to any of the 4 concepts to describe what is happening. There's maybe 4 steps that you might consider, but two of them that you *must* consider:

- 1 - the gunpowder exploding to get the bullet moving (optional)
- 2 - The bullet hitting and embedding itself in the block
- 3 - The block sliding down the frictionless surface (optional)
- 4 - The compression of the spring

b) $\vec{v}_{Block} = \sim 2.5 \text{ m/s}$ or 0.5% less

c) $\Delta x_{Spring} = \sim 8 \text{ cm}$

1) $\Delta \vec{p}_{gun} = -\Delta \vec{p}_{bullet}$ $PE_{chem} \Rightarrow KE_{bullet} + \text{Heat}$

2) \vec{p} is conserved, or $\Delta \vec{p}_{Block} = -\Delta \vec{p}_{bullet}$

or $\vec{p}_{Block+bullet} = \vec{p}_{bullet \text{ before collision}}$

- $KE_{bullet} \Rightarrow KE_{Block+bullet} + \text{Heat}$ mechanical

energy is not conserved

3) $F=0, W_f=0$ $\Delta \vec{p} = F \Delta t = 0$ $\Delta E = W = 0$

$\vec{p} + E_{mechanical}$ are unchanged

4) $KE_{bullet} \Rightarrow PE_s$ conserving $E_{mechanical}$

$\vec{p}_{Block+bullet} \Rightarrow \vec{p}_{earth}$. The \vec{p} of the block is imparted to earth

Step #2 $m_{Block+bullet} \Rightarrow 200 m_{bullet}$ $v \Rightarrow \frac{1}{200} v_{bullet}$

$v_{Block} \approx \frac{500 \text{ m/s}}{200} = 2.5 \text{ m/s}$

Step #4: $KE_{Block+bullet} = PE_s \Rightarrow \frac{1}{2} (M_{Block+bullet}) v_{Block}^2 = \frac{1}{2} kx^2$

$$\cancel{\frac{1}{2}} M_{B+B} v_{B+B}^2 = \cancel{\frac{1}{2}} K x^2$$

$$x^2 = \sqrt{\frac{M_{B+B}}{K}} v_{B+B}^2 = \sqrt{\frac{1.005 \text{ kg}}{1000 \frac{\text{N}}{\text{m}}}} v_{B+B}^2$$

$$\approx \frac{1}{31} 2.5 \frac{\text{m}}{\text{s}}$$

$$N = \text{kg} \frac{\text{m}}{\text{s}^2}$$

$$\frac{\text{kg}}{\frac{\text{N}}{\text{m}}} = \text{s}^2$$

$$\approx 0.08 \text{ m} = 8 \text{ cm}$$

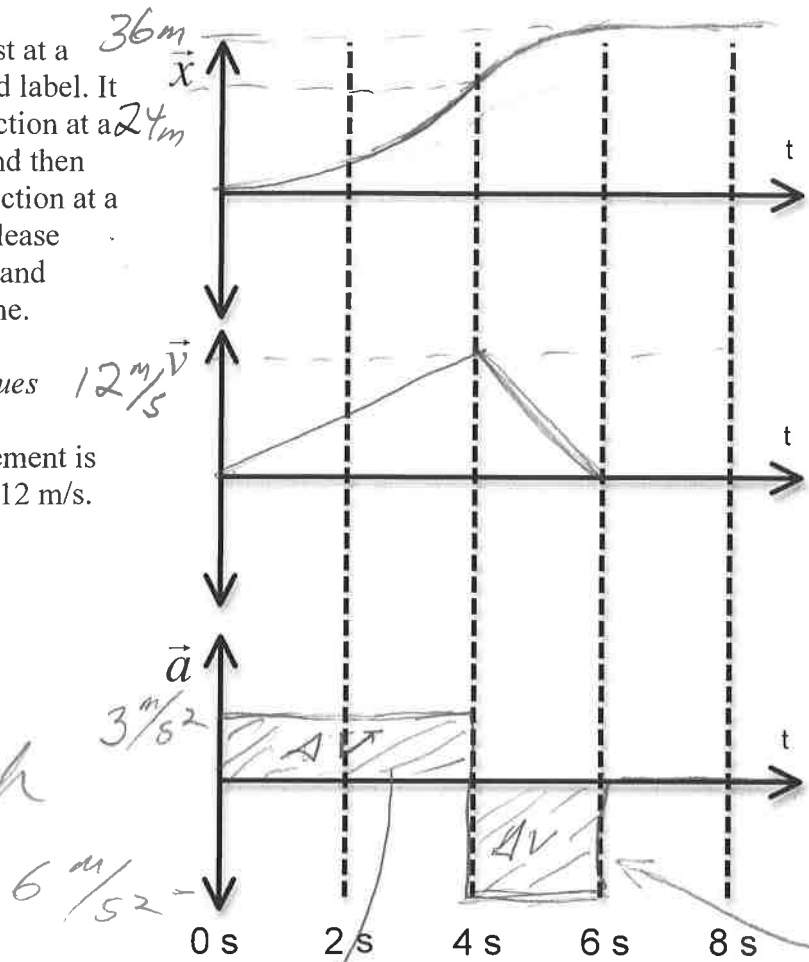
Some of you found an answer w/ this in it: $\sqrt{.0063}$... need a calculator?

try $\approx \sqrt{\frac{64}{10^4} \text{ m}^2} = \frac{8}{10^2} = .08 \text{ m}$

4. (10 pts) An object starts from rest at a displacement you can choose and label. It accelerates in the positive x direction at a rate of 3 m/s^2 for four seconds and then accelerates in the *negative* x direction at a rate of 6 m/s^2 for two seconds. Please graph the acceleration, velocity, and displacement as a function of time.

Extra Credit: label axis with values

The maximum and final displacement is 36 m. The maximum velocity is 12 m/s.



$v=0$ at $t=0$, so slope of

$x \leftrightarrow t$ graph = 0

max slope of $x-t$ graph
is at 4s

Δx is area under
 $v-t$ graph

$$\text{Area @ } 4s = \frac{1}{2}bh$$

$$= \frac{1}{2} 4s \cdot 12 \frac{m}{s} = 24m$$

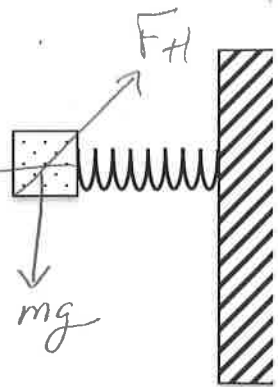
Total area at 6s = 36m

I choose to start at $x_0=0$, but you don't
have to.

$$\Delta v = \text{area} = 3 \frac{m}{s^2} \cdot 4s = 12 \frac{m}{s}$$

$$\Delta v = -12 \frac{m}{s}$$

5. (10 pts) At right you see a 3 kg mass that would just flop downward and hang from the wall on a spring except for the fact that it is being held at rest by my hand, which you cannot see because I didn't draw it. Additionally, The mass is attached to a spring of spring constant 100 N/m and is compressed (not stretched) 40 cm. We want to find the force that my hand is exerting in holding the mass in place.



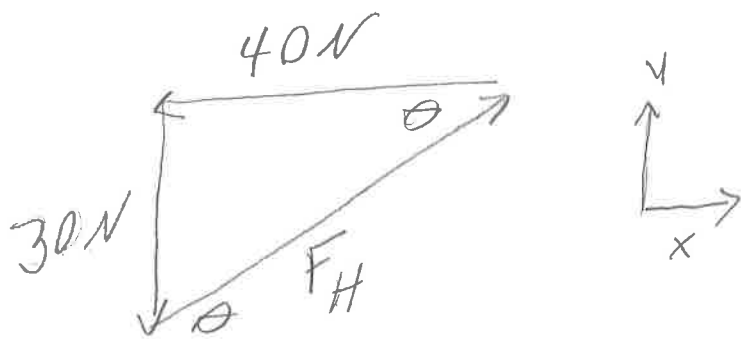
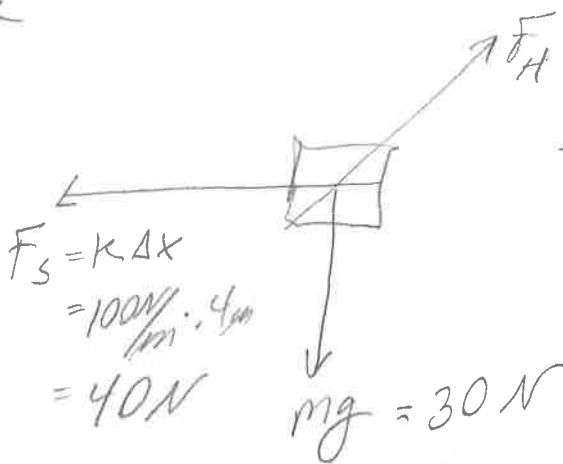
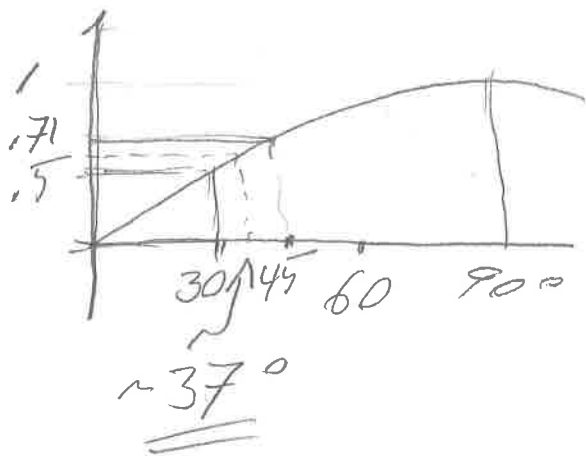
- Please start this problem stating why you know it's a dynamics problem and then
- Follow the protocol introduced in class to find the force provided by my hand. The force should have a magnitude and direction (angle).

The answer should involve 50 N and a 37 degree angle.

a) I know some forces + the \vec{a} + I want to find 1 other forces: Perfect for $\sum \vec{F} = m\vec{a}$

b) Dynamics - no formula

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



$$\begin{aligned} F_H &= 40N\hat{x} + 30N\hat{y} \\ &= 50N \quad \theta = 37^\circ \\ &\text{(above horizon)} \end{aligned}$$

$$\begin{aligned} (30N)^2 + (40N)^2 &= (50N)^2 \\ \theta &= \sin^{-1} \frac{30N}{50N} = \sin^{-1}(0.6) \end{aligned}$$