

Physics 1408-002

Principles of Physics

Lecture 2
– Chapter 2 –
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Sung-Won Lee
Sungwon.Lee@ttu.edu

Announcement I

Lecture note is on the web

Handout (4 slides/page)

<http://highenergy.phys.ttu.edu/~slee/1408/>

1408 Lab News: on-going now!!

*** Class attendance is strongly encouraged and will be taken randomly. Also it will be used for extra credits.

HW Assignment #1 will be placed on **MasteringPHYSICS** “today”, and is due by **11:59pm** on **Tuesday, 1/20**

Announcement II

SI session by
Reginald Tuvilla

SI sessions will be at the following times and location starting this Thursday.

Monday 4:30 - 6:00pm - Holden Hall 106
Thursday 4:00 - 5:30pm - Holden Hall 106

On-line Homework

- To access **MasteringPHYSICS**, you must register at <http://www.masteringphysics.com/>
- Instructions are in the Student Access Kit.
- Your course ID is **LEE2009**

- Once you are registered, you will be able to download the HW assignment.
- **52 out of 198 registered so far (~26%)**
- If you do not have the **Student Access Kit** which comes with a new textbook, you can purchase one on the **MasteringPHYSICS** site. **Please do it ASAP.**

Chapter 2

Describing Motion:

Kinematics in

“One” Dimension



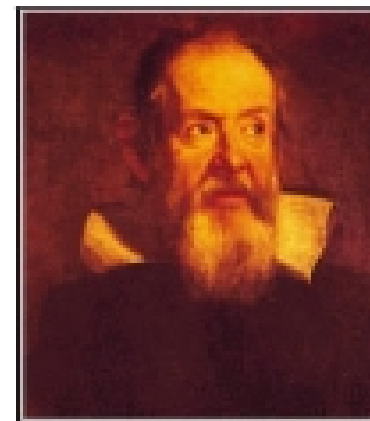
1. Reference Frames & Displacement
2. Average Velocity
3. Instantaneous Velocity
4. Acceleration
5. Motion at Constant Acceleration
6. Solving Problems
7. Freely Falling Objects

The directions of the car's **velocity** and **acceleration** are shown by the **green** (v) and **gold** (a) arrows. Motion is described using the concepts of **velocity** and **acceleration**.

We examine in detail motion with **constant acceleration**, including the vertical motion of objects falling under **gravity**.

Equations of Constant Acceleration

Equations we need to solve **constant-acceleration** problems



$$v(t) = v_0 + at$$

$$x(t) = x_0 + v_0 t + \frac{1}{2} at^2$$

$$v^2(t) = v_0^2 + 2a(x - x_0)$$

$$\bar{v} = \frac{v(t) + v_0}{2}$$

Kinematics-Description of Motion

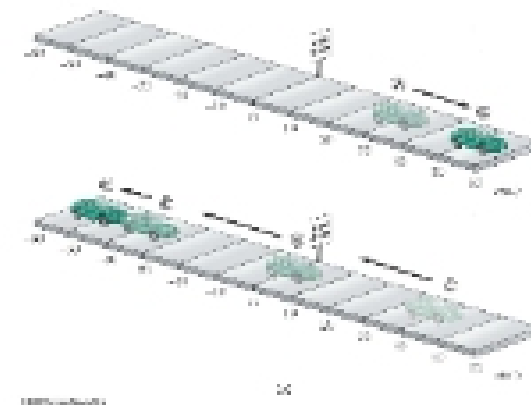
- Reference Frames and Displacement
- Average Velocity
- Instantaneous Velocity
- Acceleration
- Motion at Constant Acceleration
- Solving Problems
- Falling Objects
- Graphical Analysis of Linear Motion

Kinematics

- Describes motion while ignoring the agents that caused the motion
- For now, will consider motion in **one dimension**
 - Along a straight line

Position

- Defined in terms of a **frame of reference**
 - One dimensional, so generally the **x**- or **y**-axis
- The object's position is its location with respect to the reference frame (see next slide)



Reference Frames and Displacement

Any measurement of **position**, **distance**, or **speed** must be made with respect to a **reference frame**

e.g. If you are sitting on a train and someone walks down the aisle, their speed with respect to the train is a few miles per hour, at most.

Their speed with respect to the ground is much higher.



A person walks toward the front of a train at 5 km/h. The train is moving 30 km/h with respect to the ground, so the walking person's speed, relative to the ground, is 35 km/h.

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Reference Frames and Displacement

Distinction between **distance** and **displacement**.

Displacement (blue line) is how far the object is from its starting point, regardless of how it got there.

Distance traveled (dashed line) is measured along the actual path.

A person walks 70m east, then 30m west. The total **distance** traveled is 100 m (path is shown dashed in black); but the **displacement**, shown as a solid blue arrow, is 40m to the east.

