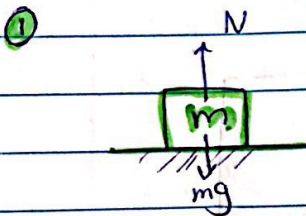
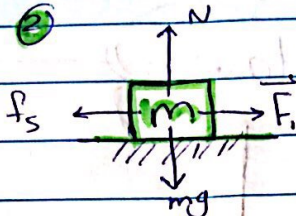


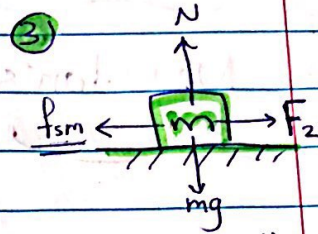
## Force & motion II



"no motion, no friction"

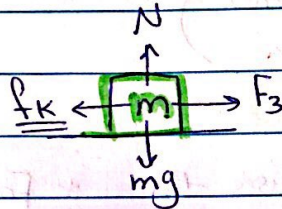


"no motion"  
 $f_s = F_i$



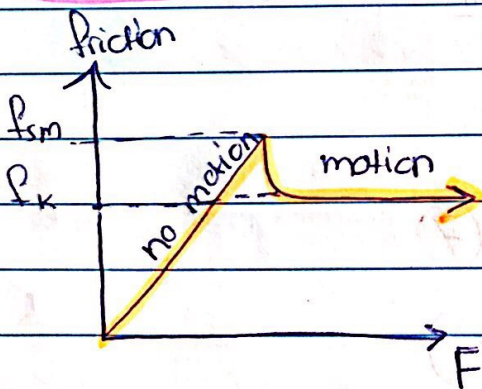
"about to" move

## Friction Force



"there is motion"

$f_{sm} = \mu_s N$ ,  $\mu_s$  = coefficient of static friction.  
 $f_k = \mu_k N$ ,  $\mu_k$  = coefficient of kinetic friction.



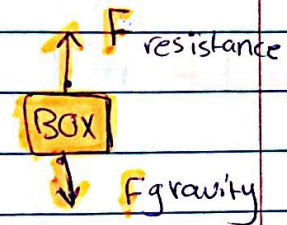
$\mu_s > \mu_k$

$\mu_s > \mu_k$

→ The drag force and terminal speed:-

Drag force "a force from fluid medium"  
 "causes the velocity"

$$D = \frac{1}{2} C_p A v^2$$

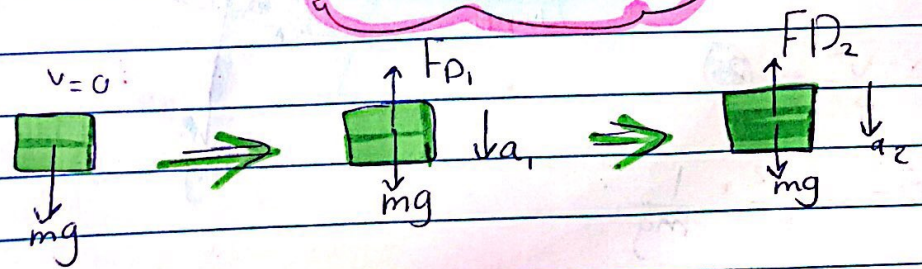


- D: drag force
- C<sub>p</sub>: The ~~medium~~ <sup>medium</sup> resistance
- A: effective cross-section area of the body (m<sup>2</sup>)
- v: velocity (m/s)
- ρ: medium density (air)

\* If  $D = mg \Rightarrow a = 0 \Rightarrow$  the body falls at a constant speed called "Terminal speed".

$$v_{\text{terminal}} = \sqrt{\frac{2mg}{C_p A}}$$

$$0 < C < 1$$



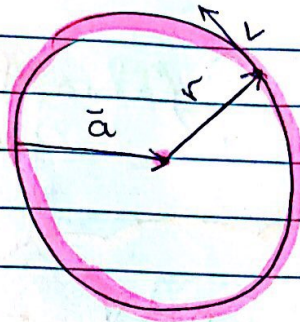
\*  $a_1 > a_2$   
 \* السرعة تزداد الى ان يتقارب

\* Uniform circular motion:-

$V = \frac{2\pi r}{T}$

$a = \frac{V^2}{r}$

$F = \frac{mV^2}{r}$

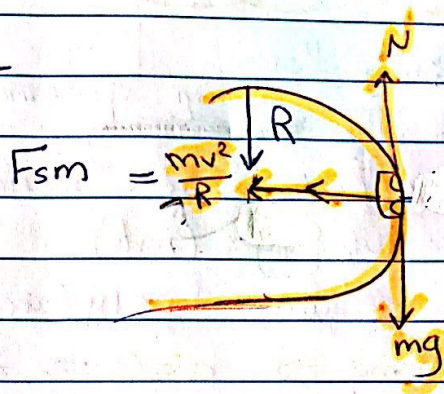


\* Cars in flat turn:-

$\frac{mV^2}{R} = \mu_s N$

$\frac{mV^2}{R} = \mu_s mg$

$V = \sqrt{\mu_s Rg}$



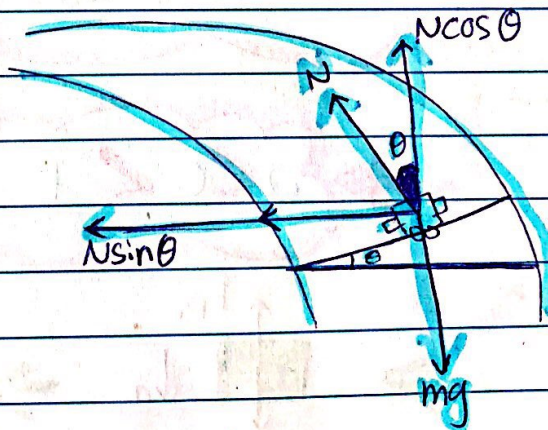
\* Cars in abanked circular turn:-

$\sum F_y = 0$

$\Rightarrow N \cos \theta - mg = 0 \text{ --- (1)}$

$\sum F_x = ma$

$\Rightarrow N \sin \theta = m \frac{V^2}{R} \text{ --- (2)}$



$\frac{(2)}{(1)} \Rightarrow \tan \theta = \frac{mV^2}{R} \times \frac{1}{mg}$

$\tan \theta = \frac{V^2}{Rg}$

$V_{max} = \sqrt{Rg \tan \theta}$