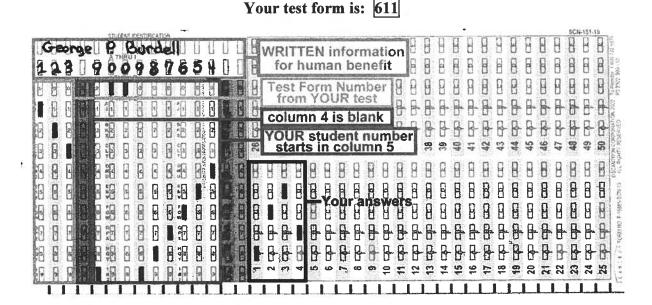
Exam 1

Recitation Section (see back of test):

- 1) Print your name, test form number (above), and nine-digit student number in the section of the answer card labeled "STUDENT IDENTIFICATION".
- A
- 2) Bubble your test form number (ABOVE) in columns 1-3, skip column 4, then bubble in your student number in columns 5-13.
- 3) For each free-response question, show all relevant work supporting your answer. Clearly box or underline your final answer. "Correct" answers which are not supported by adequate calculations and/or reasoning will be counted wrong.
- 4) For each multiple-choice question, select the answer most nearly correct, circle this answer on your test, and bubble it in on your answer card. Show all relevant work on your quiz.
- 5) Be prepared to present your Buzzcard as you turn in your test. Scores will be posted to WebAssign after they have been been graded. Quiz grades become final when the next quiz is given.
- 6) You may use a simple scientific calculator capable of logarithms, exponentials, and trigonometric functions. Programmable engineering calculators with text or graphical capabilities are not allowed. Wireless devices are prohibited.



Our next test will be on Monday, October 05!

The following problem will be hand-graded. <u>Show all your work for this problem</u>. Make no marks and leave no space on your answer card for it.

[I] (20 points) The tortoise and the hare are in a footrace, covering a straight-line distance D. The tortoise maintains a steady, plodding speed  $v_0$  throughout the race. The hare starts out at a rapid pace  $5v_0$ , but stops to complacently take a nap after completing  $\frac{1}{4}$  of the distance. He awakens to see the tortoise still plodding along, now 90% finished. In a panic, the hare sets off at his maximum speed,  $6v_0$ .

Who wins the race? By what time interval  $\Delta t$  does the winner beat the loser?

Express your answer for  $\Delta t$  algebraically in terms of D and  $v_o$ .

· time to finish race: 
$$\overrightarrow{DX_{72}} = \langle +V_0 \rangle \Delta t_{72} \longrightarrow +0 \langle 0 = V_0 \Delta t_{72} \rangle$$

· meanwhile, Have must displace (+340) at speed 6 Vo:

Since Dood & BVO, tortoise wins rece

time lag 
$$\Delta t = \Delta t_{loser} - \Delta t_{winner} = \frac{D}{8V_0} - \frac{D}{10V_0}$$
  
=  $\frac{D}{V_0} \left[ \frac{1}{8} - \frac{1}{10} \right] = \frac{D}{V_0} \left[ \frac{5}{40} - \frac{4}{40} \right]$ 

$$\Delta L_{lag} = \frac{D}{40V_0}$$

世

The following problem will be hand-graded. Show all your work for this problem. Make no marks and leave no space on your answer card for it.

(20 points) During a manned mission to Mars, Astronaut Mark Watney is stranded on the Red Planet (where the local acceleration is  $g = 3.71 \text{ m/s}^2$ ). In frustration, he throws a stone upward with initial speed  $v_1 = 22.2 \text{ m/s}$ , then reaches down to pick up and throw a second stone upward. If he releases the second stone at a moment when the first stone has reached a height H = 44.4 m, with what minimum speed  $v_2$  must be throw the second stone so that it will strike the first stone before it reaches its maximum height?

Your grader is likely to award more credit if you work <u>algebraically</u> (using the symbols H, g, and  $v_1$ ), saving numerical calculations only for intermediate and/or final values...

Don't forget to use the Mars value for g in your calculation!

Let DLIM = time for #1 to rise to height H

DLIMEX = 11 11 11 11 11 moximum height: Ymox = (+D)

Since Aby also = time lag before throwing #2, rise time for #2 TS Dt2=Dt1max-Dt14

1) Rise time - #1 to max height Vyi = (+Vo), Vrc = (0) at aper 

- 1 Height at apex best found from speed equation: Vf2=V2+2(-9)(AY) - 0= V02-29D - D= 402 = 66.4m
- (3) Rise time to height H: Δy=V;y Δt+1/2(g) Δt2 -> (+H)=(+16) Δt1+1/2(g) Δ4+2

roots:  $\Delta t_{IH} = \frac{1}{2} \frac{$ 

- Rise time for #2 is Δt<sub>2</sub> = Δt<sub>1 max</sub> - Δt<sub>1 H</sub> =  $\frac{V_0}{9}$  -  $\left(\frac{V_0}{9} - \frac{V_0^2 \cdot 2gH}{9}\right)$  = 3,45 sec =  $\frac{4}{3}$
- (5) Reguire #2 to also be at Yings = (+D): Δy=V2y Δt+1/2 (-9) ΔL2 -> (+D)=(+V2) ΔL2+1/2(-9) ΔL22

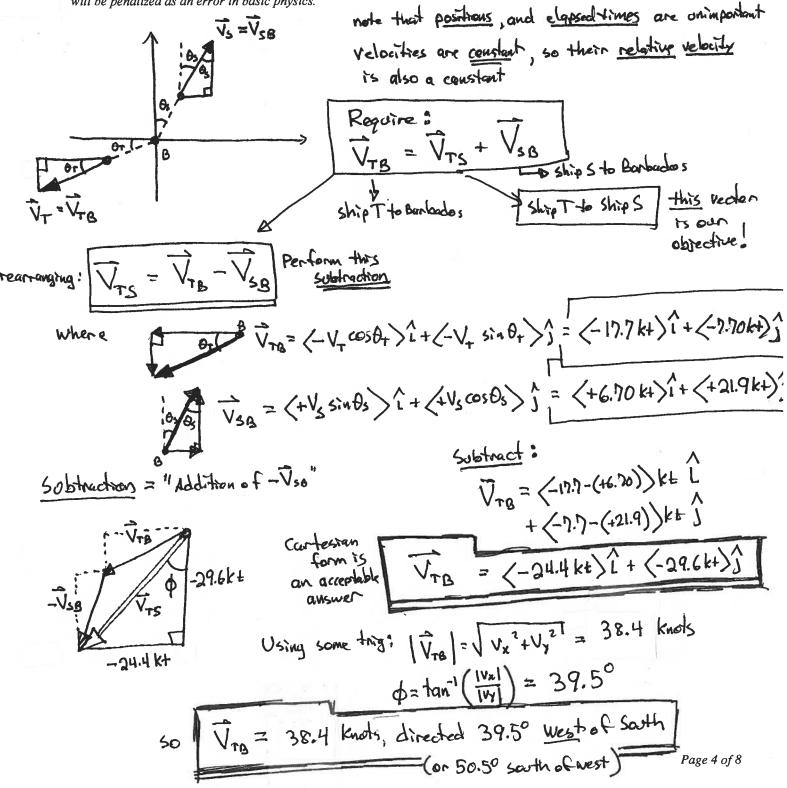
$$V_2 = \frac{D + \frac{1}{2}g\Delta t_2^2}{\Delta t_2} = 25.7 \, \text{m/s}$$

The following problem will be hand-graded. <u>Show all your work for this problem</u>. Make no marks and leave no space on your answer card for it.

[III] (20 points) Two ships depart from the island of Bermuda at noon. Ship S travels in a direction  $\theta_S = 17.0^{\circ}$  east of north with a speed  $v_S = 22.9$  knots. Ship T travels in a direction  $\theta_T = 23.5^{\circ}$  south of west with a speed  $v_T = 19.3$  knots. As the sun sets at 7:00pm, what is the velocity of Ship T relative to Ship S?

Your work will be graded on the quality of your vector diagram, as well as the accuracy of your answer!

You are expected to use the process of <u>vector decomposition</u> for this problem; use of the "Law of Cosines" will be penalized as an error in basic physics.



The next two questions involve the following situation:

A wind-up spring-powered toy car begins at rest at the origin. It moves with a time-dependent acceleration, given by the expression

$$\vec{a}(t) = \langle +\frac{a_0}{T} t \rangle$$
, for  $0 \le t \le T$ 

Here,  $a_o$  and T are constants having units of accleration and time, respectively. At time T, the spring winds down, and the car begins to coast with a constant velocity.

Question value 5 points

What is the average velocity of the car between times t = 0 and t = T? (1)

(a) 
$$\vec{v}_{av} = \langle +\frac{a_0 T}{6} \rangle$$
  
(b)  $\vec{v}_{av} = \langle +\frac{a_0 T}{2} \rangle$ 

(c) 
$$\vec{v}_{av} = \langle +\frac{a_0}{\pi} \rangle$$

$$\bigstar (d) \quad \vec{v}_{av} = \langle +\frac{a_0 T}{4} \rangle$$

(e) 
$$\vec{v}_{av} = \langle +\frac{a_0}{3T} \rangle$$

\* Correct physical units

car between times 
$$t = 0$$
 and  $t = T$ ?

average velocity is defined as  $V_{qv} = \Delta t = \frac{X_f - X_b}{\Delta t}$ 

- D need to know initial ( \$ =0) and final positions

First: 
$$\vec{V}(t) = \vec{a}(t)dt + \vec{C} = \langle +\frac{q_0}{2} + \vec{c} \rangle + \vec{C}$$
  
 $\vec{V}(0) = \vec{D}$  implies  $\vec{C} = \vec{O}$ 

$$\frac{\vec{V}(0) = \vec{D} \text{ implies } \vec{C} = \vec{O}$$

$$\frac{\vec{V}(4) = \left(\frac{\vec{Q}_0}{2T} + \frac{\vec{V}_0}{2T}\right) = \left(\frac{\vec{Q}_0}{2T} + \frac{\vec{Q}_0}{2T} + \frac{\vec{Q}_0}{2T}\right) + \vec{C}$$

$$\frac{\vec{X}(0) = \vec{O} \text{ implies } \vec{C} = \vec{O}$$

$$\frac{\vec{X}(0) = \vec{O} \text{ implies } \vec{C} = \vec{O}$$

$$\vec{x}(0) = 0$$
 implies  $C = 0$ 

$$\vec{x}(1) = \left( + \frac{a_0 + 3}{61} \right) \rightarrow \vec{x}_1 = \vec{x}(1) = \left( + \frac{a_0 + 2}{6} \right)$$

Question value 5 points

What is the final coasting velocity of the car after the spring winds down? (2)

Then 
$$V_{av} = \frac{\langle +\frac{q_0T^2}{6} \rangle - \langle 0 \rangle}{T}$$

$$(a) \quad \vec{v}_f = \langle +\frac{a_0 T}{4} \rangle$$

(b) 
$$\vec{v}_f = \langle +\frac{a_o}{3} \rangle$$

(c) 
$$\vec{v}_f = \langle +\frac{a_0}{2T} \rangle$$

(d) 
$$\vec{v}_f = \langle +\frac{a_0}{r^2} \rangle$$

(e) 
$$\vec{v}_f = \langle +\frac{a_0 T}{2} \rangle$$

from above, 
$$\overline{V}(t) = \left\langle + \frac{\alpha_0}{aT} t^2 \right\rangle$$

>0 | Vf = <+ 95 >

\* Correct physical units for a velocity:

$$\vec{V}_{av} = \left\langle +\frac{a_0T}{6} \right\rangle$$

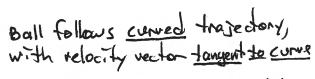
The next two questions involve the following situation:

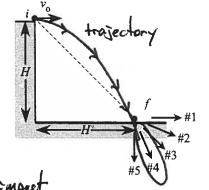
A cannonball is fired horizontally with an initial speed  $v_0$ , from atop a cliff of height H. The cannonball is observed to land a horizontal distance from the base of the cliff that is coincidentally exactly equal to H.

Question value 5 points

Which of the arrows in the figure best depicts the velocity of the cannonball at impact?

		٠
(a)	#4_	ļ
(b)	#2	_
(c)	#5	





For sketched trajectory, tangent line at impact
is steepen than the 45° straight line

=> Vactor #4] is the best fit, steeper than 45°

Question value 5 points

(4) What is the specific value of  $v_0$  that will result in the trajectory described?

(a) 
$$v_0 = \sqrt{H/2g}$$
  
(b)  $v_0 = \sqrt{gH/2}$   
(c)  $v_0 = \sqrt{2gH}$ 

(d) 
$$v_0 = \sqrt{2H/g}$$

(e) 
$$v_{\rm o} = \sqrt{gH}$$

\* Correct physical units
for a velocity orspect

Time to reach ground: vertical position equation:

$$\overline{\Delta y} = \sqrt{\frac{1}{2}} \Delta t + \frac{1}{2} \left( -\frac{1}{2} \right) \Delta t^{2}$$

(2) Plug result into honizated motion equation, where  $\vec{V}_x = \langle +V_0 \rangle = constant$ :

$$\langle +H \rangle = \langle +V_0 \rangle \Delta t$$
  
 $V_0 = \frac{H}{\Delta t} = \frac{H}{\sqrt{2H/g}} = H \sqrt{2H} = \sqrt{\frac{gH}{2}}$ 

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	in the blanks: A motion diagram depicts an object that is slowing down. In the diagram, the between cessive frames must be in size.  displacements; decreasing time intervals; increasing positions; decreasing time intervals; decreasing time intervals; decreasing
Fill	estion value 5 points in the blanks: A car on a circular track begins at rest and experiences a constant angular acceleration around the track. it moves, the magnitude of it's acceleration vector and the direction of its acceleration vector
(a) (b) (c) (d)	
(e)	increases; changes from being entirely tangential to mostly radial  initial $V_s = 0$ so aradial = $V_s^2/e = 0$ But as $\neq 0$ later: same as, but new $V_s \neq 0$ so ar $\neq 0$ $\Rightarrow$
The star	estion value 5 points e plot at right depicts the velocity-versus-time graph for a particle that est at rest at the origin. During which interval(s) is the particle moving
(a) (b) (c) (d) (e)	During none of the intervals shown.  During intervals II and IV.  Positive displacement
(')	During intervals II and III. after time 1, $\sqrt{20}$ toward on gin
A countries the	estion value 5 points cart is given an initial shove up an inclined ramp (top). The cart starts at A, coasts up track and stops at B, and then returns back down the track to A. An observer lects position data and constructs the x-vs-t graph shown at right (bottom). What ordinate system was the observer using to collect data?
(a) (b) (c) (d) (e)	A system with the origin at A and the positive direction pointing unclose
]	A system with the origin at Aland the positive direction pointing upslope. $ \vec{X}_i = 0 $ , so long in is at A $\vec{X}_i = 0$ $ \vec{X}_i = 0 $