

# Force and Momentum

## Force and Momentum

### Causes of Motion

- Newton's Law of Motion
- Applications of Newton's Laws.
- Equilibrium of forces.

### Linear Momentum

- Conservation of Linear momentum
- Impulse
- Motion with Variable Mass.

### Newton's Laws of Motion

Every body continues in its state of rest or of uniform motion in a straight line unless it is compelled to change that state by force impressed upon it."

\* Newton's Law is also known Law of inertia and.

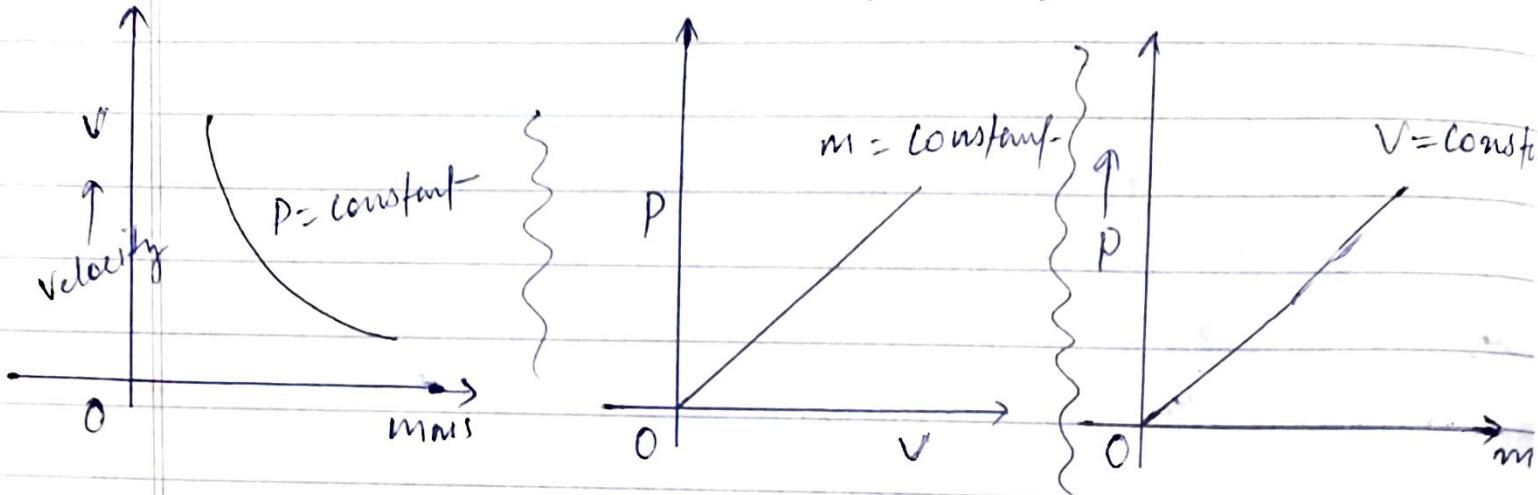
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Linear momentum :- if it is also measured CLASSTIME  
Date \_\_\_\_\_  
Page \_\_\_\_\_ as the product of the mass of the body and its velocity.

ie Momentum = mass  $\times$  velocity,

$$\text{or } \boxed{\vec{P} = m\vec{v}}$$

it is vector quantity.



$$P = m_1 v_1 = m_2 v_2 = \text{constant}$$

$$\frac{v_1}{v_2} = \frac{m_2}{m_1}$$

$$\left\{ \begin{array}{l} P \propto v \\ P \propto m \end{array} \right.$$

$$\boxed{P \propto m}$$

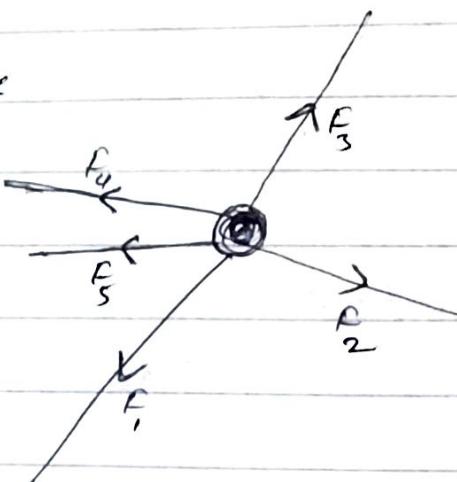
that-  $\boxed{v \propto \frac{1}{m}}$

$$P = \text{constant}$$

## Equilibrium of Forces

We say that a particle is in equilibrium, when the resultant of all the ~~particle~~ forces acting on it is zero.

Let  $F_1, F_2, F_3 \dots$  force acting on the body and Net force is zero, and the accel<sup>n</sup> in the block is zero.  
Then  $F_1, F_2, F_3 \dots$  are called Equilibrium forces.



$$\vec{F}_1 + \vec{F}_2 + \vec{F}_3 + \vec{F}_4 + \vec{F}_5 = 0$$

So  $F_1, F_2, F_3, F_4, F_5$  all are Force of equilibrium.

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## Mass

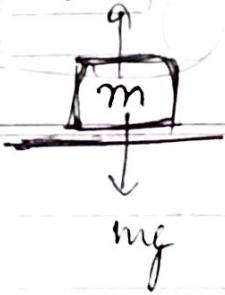
Mass is the amount of matter contained in a body. It is a constant & it is a scalar. It obeys rules of arithmetic. Mass is measured using a common balance. Mass is kg. (kilogram) SI units of mass is kg.



Weight — It is the force with which a body is attracted toward the centre of earth.

It is not an inherent property of body.

It is change with the position.



$$W = mg$$

Values of  $g$  varies from places to places.

It is vector quantity.

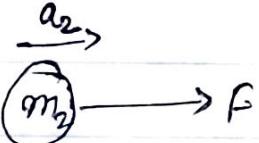
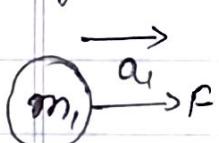
It is measured using a spring balance SL unit is N.

### Inertial Mass

Inertia is a property of the body and is a measure of the response of the body to an external force. Mass of the body is a measure of its inertia.

If the same.

force is exerted on a body of mass  $m_1$  and a light body of mass  $m_2$ , the accel<sup>n</sup> of the heavy body  $a_1$  is less than the accel<sup>n</sup> of the light body  $a_2$ ,



Force acting on the body, if  $m_2$  is heavy and  $m_1$  is light body, and  $a_1$  is force

Let,

$$F = m_1 a_1$$

$$F = m_2 a_2$$

if  $\underline{m_1 < m_2}$ ,

$$m_1 a_1 = m_2 a_2$$

$$\underline{\underline{\frac{m_1}{m_2} = \frac{a_2}{a_1}}}$$

$$\underline{\underline{a_1 \propto \frac{1}{m_1}}} \text{ or, } \underline{\underline{a_2 \propto \frac{1}{m_2}}}$$

∴ This mass of body which measures its inertia is called the inertial mass.

**Impulse**

The product of a large force and small interval of time for which the force acts on the body is called impulse.

It also,

it is also measured of the degree to which an external force produces a "change in momentum of a body."

& it is not a property of the body alone.

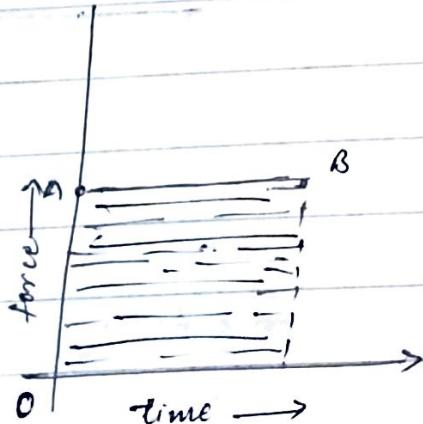
If a external force acting on the body for small time interval  $\Delta t$  second and change the velocity from  $u$  to  $v$  from

Newton's Law

$$F = m \frac{v-u}{t}$$

$$F \Delta t = m v - m u$$

↑  $\hookrightarrow$  initial momentum



final

$$F \Delta t = \Delta mv$$

$\hookrightarrow$  change in momentum

(Note) The area enclosed of curve of ~~graph~~ F-t graph gives the impulse of body.



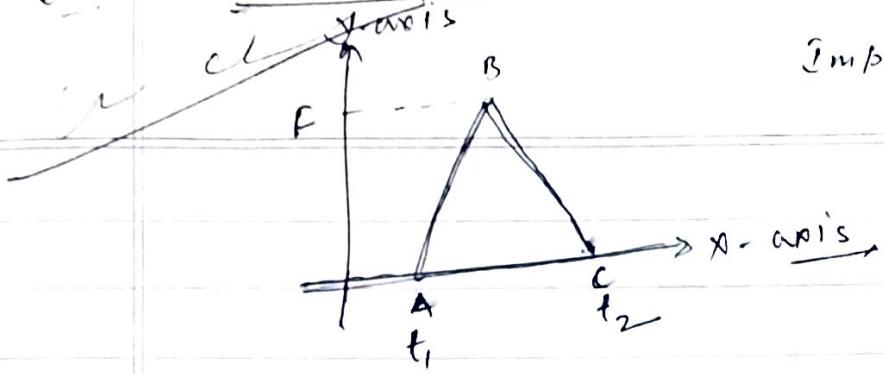
Impulse = Change of momentum.

SI unit of impulse is N s

Dimensional formula is  $[MLT^{-1}]$

Condition for calling a force as an impulsive force,

Ques: — force-time graph.



Impulse delivered to the ball

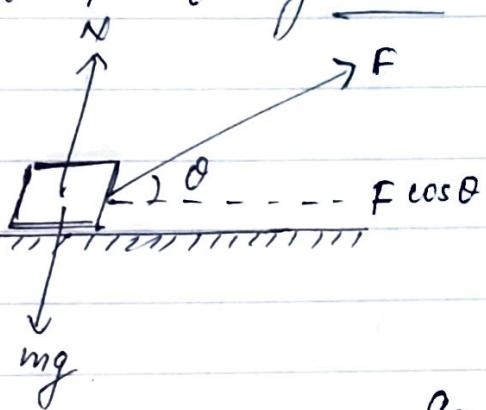
$$= \frac{F \times t}{\Delta t},$$

$$= \text{Area enclosed by the}$$

force-time graph with the x-axis,

$$(I = F \times (t_2 - t_1))$$

Ex: — A block of mass  $m$  is placed on a horizontal frictionless table. Under the action of a force of constant magnitude  $F = mg$  the starts moving. During the motion  $\theta$  change with  $\theta = bs$ .  $b$  is constant and  $s$  is distance travelled by the block from its initial position,



$$F_{\perp} = am$$

$$F_m = F \cos \theta \approx F \cos (bs)$$

$$a_m = \frac{dv}{ds} \cdot \frac{ds}{dt} = v \frac{dv}{ds}$$

accel<sup>n</sup> of block in x-direction;

$$F \cos (bs) \approx m v \frac{dv}{ds}$$

$$F \cos (bs) ds = m v dv$$

Force is change with ~~the~~ distance and it will increase the force

$$\int_0^s F \cos (bs) ds = \int_0^v m v dv$$

$$F \left[ \int_0^s \frac{\sin bs}{b} \right]_0^s = m \left[ \frac{v^2}{2} \right]_0^v$$

Putting the value of  $F = \frac{mg}{A}$ .

$$F \frac{\sin bs}{b} = m \frac{v^2}{2}$$