

## C – 9 PHYSICS WK-4

### SECOND EQUATION OF MOTION (POSITION-TIME RELATION)

$$S = ut + \frac{1}{2} at^2$$

Where,  $u$  = initial velocity,  $a$  = acceleration,  $t$  = time,  $s$  = distance

Q1) A racing car has a uniform acceleration of  $4 \text{ m/s}^2$ . What distance will it cover in 10 s after start?

### THIRD EQUATION OF MOTION ( POSITION-VELOCITY RELATION)

$$V^2 = u^2 + 2as$$

Where,  $v$  = final velocity

Q2) A train is travelling at a speed of 90 km/hr. Brakes are applied so to produce a uniform acceleration of  $-0.5 \text{ m/s}^2$ . Find how far the train will go before it is brought to rest.

$$U = 90 \text{ km/hr} = 90 \times 1000 \text{ m} / 60 \times 60 \text{ s} = 25 \text{ m/s}; v = 0 \text{ m/s}$$

### GRAPHICAL REPRESENTATION

Pictorial representation or geometrical representation between two quantities on two axes.

- 1) Time is taken on x axis and distance travelled is taken on y axis.
- 2) Speed of a body = slope of graph
- 3) For uniform speed, slope is inclined straight line.
- 4) For non-uniform speed, slope is a curved line

5) For stationary body, slope is a straight line parallel to time axis.

## MORE POINTS TO REMEMBER

- First equation of motion:

Second equation of motion:

$$v = u + at$$

Third equation of motion:

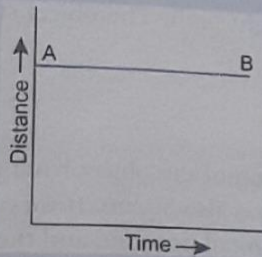
$$s = ut + \frac{1}{2}at^2$$

$$v^2 - u^2 = 2as$$

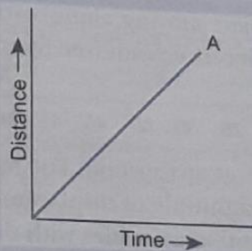
where,  $v$  = final velocity,  $u$  = initial velocity,  $s$  = distance,  $a$  = acceleration,  $t$  = time

- Distance covered = Speed  $\times$  Time
- For non-uniform motion, average speed =  $\frac{2s}{t_1 + t_2}$
- Velocity of a body changing at uniform rate, average velocity =  $\frac{v + u}{2}$
- Average velocity,  $v_{av} = \frac{2v_1v_2}{v_1 + v_2}$ . If a journey is divided into two equal parts: one half of the distance with velocity  $v_1$  and other half with velocity  $v_2$ .
- In uniform circular motion, acceleration  $a = \frac{v^2}{r}$ ; where  $v$  = uniform speed and  $r$  = radius of circular path
- If a body moves in a circular path, velocity  $v = \frac{2\pi r}{t}$
- Angular velocity,  $\omega = \frac{\theta}{t}$

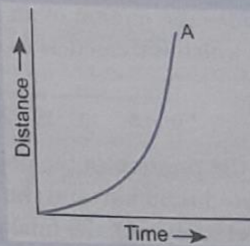
### Distance–Time Graphs



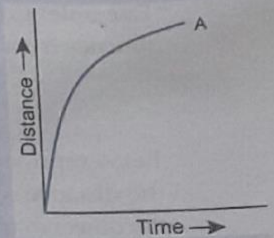
- For a body at rest
- As the slope is zero, so speed of the body is zero.



- For a body moving with uniform speed.



- For accelerated motion.
- The slope of graph is increasing with time



- For decelerated (speeding down) motion
- Slope of graph is decreasing with time

