

**PHYS 101 General Physics 1**  
**Fall Semester Midterm I Exam**  
**October 24, 2019 Thursday, 19:00-20:40**

**Q1-(25 pts)** A car starts from rest and moves with constant acceleration  $a=4\text{m/s}^2$  until it reaches  $v = 24 \text{ m/s}$  speed. It then continues to move with this constant speed without changing direction.

a) For how long does the car accelerate? (8pts)

**Sol.** Initial velocity of the car  $v_i = 0\text{m/s}$

Final velocity  $v_f = 24\text{m/s}$

Acceleration of the car  $a=4\text{m/s}^2$       time  $t$ ?

Using first equation of kinematics;

$$v_f = v_i + at$$

By rearranging the terms  $t = \frac{v_f - v_i}{a}$

$$t = \frac{24\text{m/s} - 0\text{m/s}}{4\text{m/s}^2} = 6\text{s}$$

b) How much distance is covered by the car during the time it accelerates? (8 pts)

**Sol.** Distance covered by the car in 6s?

Recalling 2<sup>nd</sup> equation of kinematics;  $S = v_i t + \frac{1}{2} at^2$

$$S = 0\text{m/s} \cdot 6\text{s} + \frac{1}{2} \times 4\text{m/s}^2 \times 6^2$$

$$S = 72\text{m}$$

c) After reaching the speed of  $v = 24 \text{ m/s}$ , how much longer should the car travel until its average speed becomes  $\bar{v} = 20 \text{ m/s}$ ? (9pts)

$$\text{Ans; } v_{ave} = \frac{\text{final distance} - \text{initial distance}}{\text{final time} - \text{initial time}} \quad (1)$$

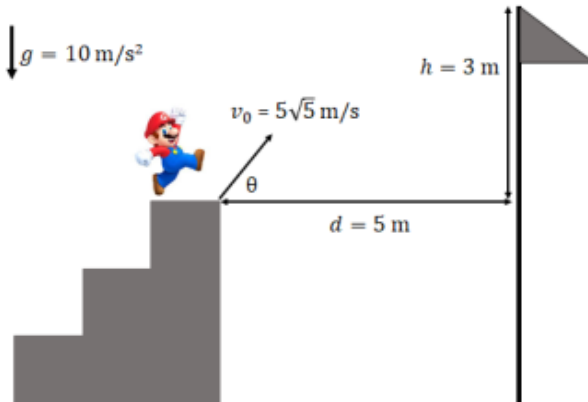
$$v_{ave} = 20\text{m/s}$$

Initial distance travelled by the car at initial time ( $t_i = 0\text{m/s}$ ) is zero i.e.,  $s_i = 0\text{m}$

Final distance travelled by the car after  $t_f = (6+t)$  is  $s_f = (72 + 24 \times t)$

$$\text{Substituting above values in (1)} \quad 20\text{m/s} = \frac{(72 + 24 \times t)\text{m} - 0}{(6+t)\text{s} - 0} \Rightarrow 4t = 48\text{s} \Rightarrow t = 12\text{s} \text{ (required time)}$$

**Q2-(25 pts)** Super Mario wants to jump over the pole to reach the princess in the castle. He is to be thrown with speed  $v_0 = 5\sqrt{5}$  m/s towards the pole with an angle  $\theta$ (see the figure). The pole has a height of  $h = 3$  m from the level Mario jumps, and it is away at a distance of  $d = 5$  m. Find the tangent of minimum and maximum angles of throw (find  $\tan\theta$  for the angle  $\theta$  shown in the figure) so that Mario can pass over the pole. (The gravitational acceleration,  $g = 10$  m/s<sup>2</sup>, if needed:  $\sec^2\theta = 1 + \tan^2\theta$ )



**Sol.** The kinematic equations of motion for distance under the effect of gravity can be represented as

$$x(t) = v_{0x}t \quad \text{with } x(t)=5 \text{ m} \quad (a) \quad g=0 \text{ along x-axis}$$

$$\text{Vertical distance } y(t) = v_{0y}t - \frac{1}{2}gt^2 \quad \text{with } y(t)=3\text{m} \quad (b)$$

$$v_{0x} = 5\sqrt{5} \cos \theta; \quad v_{0y} = 5\sqrt{5} \sin \theta$$

Solving a for t

$$5 = 5\sqrt{5} \cos \theta t \Rightarrow t = \frac{1}{\sqrt{5} \cos \theta}$$

$$\text{Solving b} \quad 3 = \frac{5\sqrt{5} \sin \theta}{\sqrt{5} \cos \theta} - \frac{1}{2} \times 10 \left( \frac{1}{\sqrt{5} \cos \theta} \right)^2$$

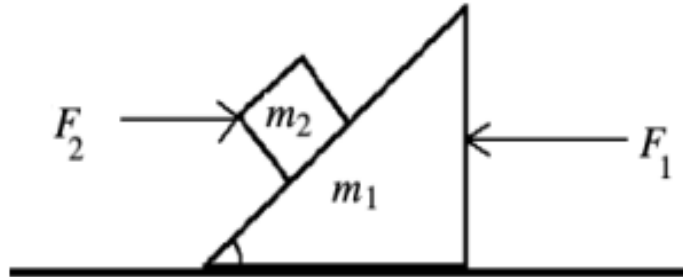
$$3 = 5 \tan \theta - 5 \left( \frac{1}{\cos^2 \theta} \right) \Rightarrow 3 - 5 \tan \theta - \sec^2 \theta = 0 \Rightarrow \tan^2 \theta - 5 \tan \theta + 4 = 0 \quad (\text{we used } 1 + \tan^2 \theta = \sec^2 \theta)$$

$$\tan \theta (\tan \theta - 1) - 4(\tan \theta - 1) = 0 \quad \text{Factorized}$$

$$\tan \theta = 1, \text{ and } \tan \theta = 4 \quad \text{Therefore, } 1 \leq \tan \theta \leq 4$$

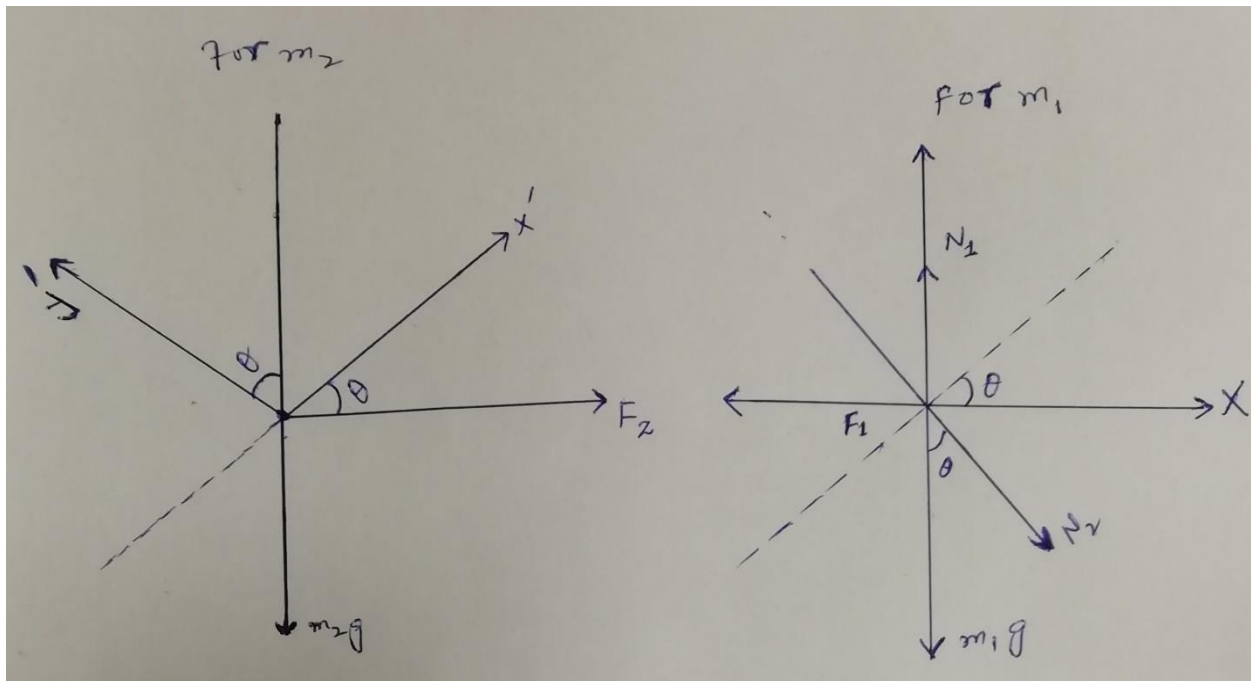
**Q3-(25 pts)** Consider the incline with mass  $m_1$  and the box with mass  $m_2$  that are shown in the figure. A horizontal force  $F_1$  is applied to  $m_1$  from right and another horizontal force  $F_2$  is applied to  $m_2$  from left. Assuming there is no friction between  $m_1$  and  $m_2$  nor  $m_1$  and the ground, we want to find the accelerations  $\vec{a}_1$  and  $\vec{a}_2$  of these masses with respect to the ground. Take the gravitational acceleration as  $g$  and the angle of the incline as  $\theta$ .

**Hint:** The acceleration of  $m_2$  with respect to the ground can be written as  $\vec{a}_2 = \vec{a}_{21} + \vec{a}_1$  where  $\vec{a}_{21}$  is the acceleration of  $m_2$  with respect to  $m_1$ .



a) Draw the free body diagrams for masses. (10pts)

**Sol.** The free diagram for masses  $m_1$  and  $m_2$  are sketched as follows;



b) Specify a coordinate system and apply Newton's laws to your diagrams. (9pts)

**Sol.**  $\vec{a}_2 = \vec{a}_{21} \uparrow + \vec{a}_1$        $\vec{a}_1 = \vec{a}_1 \uparrow$       with respect to ground

$$\vec{a}_2 = (\vec{a}_{21} \cos \theta + \vec{a}_1) \uparrow + \vec{a}_{21} \sin \theta$$

$$\text{For } m_2; \quad \Sigma \vec{F} = m_2 \vec{a}_2 \quad \vec{F}_2 - \vec{N}_2 \sin \theta = m_2 (\vec{a}_{21} \cos \theta + \vec{a}_1) \quad (1)$$

$$\text{For } m_1; \quad \Sigma \vec{F} = m_1 \vec{a}_1 \quad \vec{N}_1 = m_1 g + \vec{N}_2 \cos \theta \quad (2)$$

$$\vec{N}_2 \cos \theta - m_2 g = m_2 \vec{a}_{21} \sin \theta \quad (3) \quad \vec{N}_2 \sin \theta - \vec{F}_1 = m_1 \vec{a}_1 \quad (4)$$

c) **Sol.**  $\vec{F}_2 \cos \theta - m_2 g \sin \theta = m_2 (\vec{a}_{21} \cos \theta + \vec{a}_1)$

$$\Rightarrow \cos \theta + m_2 \vec{a}_{21} \sin^2 \theta = m_2 (\vec{a}_{21} + \vec{a}_1 \cos \theta)$$

$$\vec{F}_2 - \vec{F}_1 = m_2(\vec{a}_1 + \vec{a}_{21} \cos\theta) + m_1\vec{a}_1 \Rightarrow \vec{a}_{21} \cos\theta + (m_1 + m_2)\vec{a}_1$$

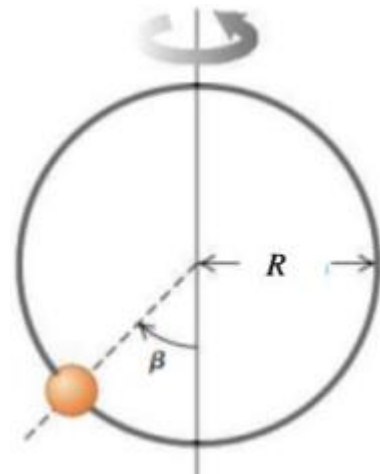
$$\Rightarrow \vec{F}_2 \cos^2 \theta - m_2 g \sin \theta \cos\theta - \vec{F}_2 + \vec{F}_1 \Rightarrow m_2 \vec{a}_1 \cos^2 \theta + (m_1 + m_2)\vec{a}_1$$

Solving for  $\vec{a}_1$ , and  $\vec{a}_{21}$ , we get

$$\vec{a}_1 = \frac{\vec{F}_1 - \vec{F}_2 \sin^2 \theta - m_2 g \sin \theta \cos\theta}{-(m_2 \sin^2 \theta + m_1)},$$

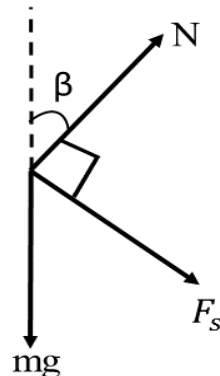
$$\vec{a}_{21} = \frac{\vec{F}_2 - \vec{F}_1}{m_2 \cos\theta} - \frac{m_1 + m_2}{m_2 \cos\theta} \vec{a}_1.$$

**Q4-(25 pts)** A small bead with mass  $m$  can slide with friction on a circular hoop that is in vertical plane and has a radius  $R$ . The hoop rotates at a constant angular frequency  $\omega$ , i.e., it is a uniform circular motion. There is a range of  $\omega_{min} < \omega < \omega_{max}$  for which the bead can stay in vertical equilibrium with angle  $\beta$ . Take the gravitational acceleration as  $g$  and the coefficient of static friction to be  $\mu_s$ . We want to find  $\omega_{max}$ .



a) Draw the free body diagram for the bead. (10pts)

**Sol.** The free body diagram for bead of mass  $m$  is given below



b) Specify a coordinate system and apply Newton's laws to your diagrams. (8pts)

**Sol.** For x-axis;  $N\sin\beta + F_s\cos\beta = m\omega^2 R\sin\beta$

For y-axis;  $N\cos\beta - F_s\sin\beta - mg = 0$       Newton 3<sup>rd</sup> law

c) Extract  $\omega_{\max}$ . (7pts)

**Sol.**  $N - mg\cos\beta = m\omega^2 R\sin\beta \Rightarrow N = mg\cos\beta + m\omega^2 R\sin\beta$

$$F_s + mg\sin\beta = m\omega^2 R\sin\beta\cos\beta$$

$$\Rightarrow F_s = -mg\sin\beta + m\omega^2 R\sin\beta\cos\beta$$

since,  $F_s \leq \mu_s N$

$$\Rightarrow m\omega_{\max}^2 R\sin\beta\cos\beta - mg\sin\beta \leq mg\mu_s\cos\beta + m\omega_{\max}^2 R\mu_s\sin^2\beta$$

$$\Rightarrow m\omega_{\max}^2 R\sin\beta(\cos\beta - \mu_s\sin\beta) \leq mg(\mu_s\cos\beta + \sin\beta)$$

$$\Rightarrow \omega_{\max}^2 \leq \sqrt{\frac{g(\mu_s\cos\beta + \sin\beta)}{R\sin\beta(\cos\beta - \mu_s\sin\beta)}}$$