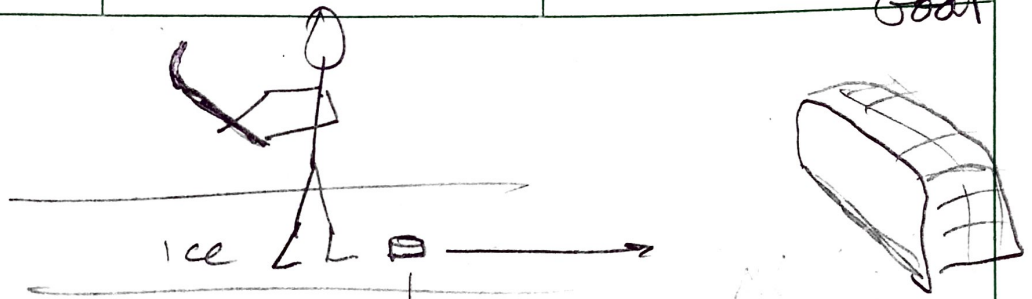


9.45



How far does
player recoil?
($m = 90.0 \text{ kg}$)

puck
 $m = 0.150 \text{ kg}$
 $v_i = 0$
 $v_f = 45.0 \text{ m/s}$

First, let's get player's recoil velocity:

$$m_{\text{player}} v_{\text{player}} + m_{\text{puck}} v_{\text{puck}} =$$

$$m_{\text{player}} v_{\text{player}}' + m_{\text{puck}} v_{\text{puck}}'$$

$$0 + 0 = (90 \text{ kg}) v_{\text{player}}' + (0.150 \text{ kg})(45 \text{ m/s})$$

$$v_{\text{player}} = -\frac{(0.150)(45)}{90} = -0.075 \text{ m/s}$$

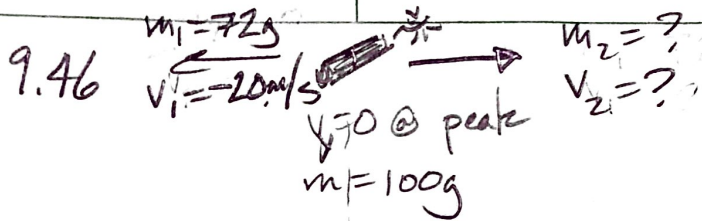
At far puck to reach net?

$$\Delta t = \frac{\Delta x}{v} = \frac{15 \text{ m}}{45 \text{ m/s}} = 0.33 \text{ s}$$

Δx for player in that time?

$$\Delta x = vt = (-0.075 \text{ m/s})(0.33 \text{ s})$$

$$= \boxed{-0.025 \text{ m}}$$



Firecracker

Conservation of momentum, recoil-type problem.

$$(m_1 + m_2)v_i = m_1 v_1' + m_2 v_2'$$

No v_y (during brief time of explosion) so only looking at x-direction.

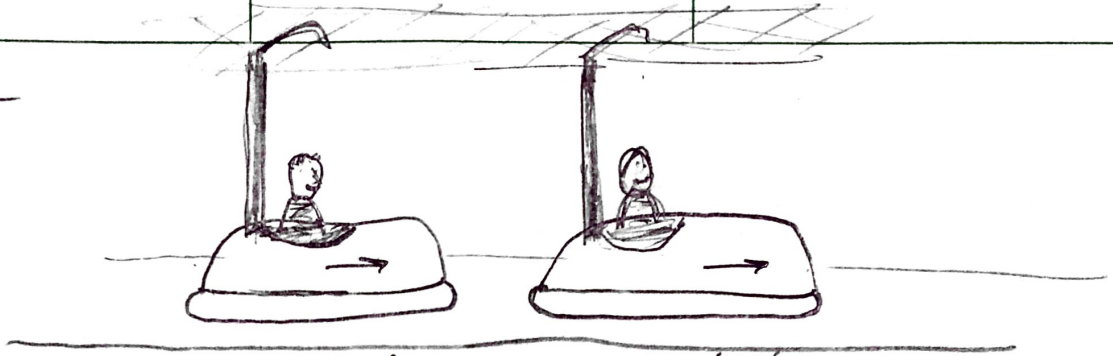
$$(0.100 \text{ kg})(0) = (0.072 \text{ kg})(-20 \text{ m/s}) + (0.100 - 0.072)v_2'$$

$$0 = -1.44 \text{ kg}\cdot\text{m/s} + 0.028 v_2'$$

$$v_2 = \frac{+1.44 \text{ kg}\cdot\text{m/s}}{0.028 \text{ kg}} = \boxed{+51.4 \text{ m/s}}$$

in $+\hat{x}$ direction.

9.47



$$m_1 = 400 \text{ kg}$$

$$v_1 = 6.00 \text{ m/s}$$

$$m_2 = 400 \text{ kg}$$

$$v_2 = 5.60 \text{ m/s}$$

mass of riders negligible, & this is an elastic collision we've been told, so:

$$m_1 v_1 + m_2 v_2 = m_1 v_1' + m_2 v_2'$$

$$\frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 = \frac{1}{2} m_1 v_1'^2 + \frac{1}{2} m_2 v_2'^2$$

Manipulating equations (tedious!)

$$m_1 v_1 + m_2 v_2 = m_1 v_1' + m_2 v_2'$$

$$6 + 5.6 = 11.6 = v_1' + v_2', \text{ so } v_2' = 11.6 - v_1'$$

$$\frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 = \frac{1}{2} m_1 v_1'^2 + \frac{1}{2} m_2 v_2'^2$$

$$6^2 + 5.6^2 = v_1'^2 + v_2'^2$$

$$67.36 = v_1'^2 + (11.6 - v_1')^2$$

$$2v_1'^2 - 23.2v_1' + 67.2 = 0$$

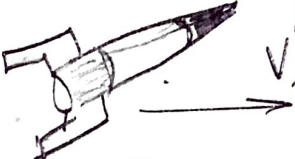
Solutions: 5.6 & 6.0

Only solution that makes sense physically is 5.6 m/s. for v_1 . Substitute

into $v_2' = 11.6 - v_1'$ to get

$$v_2 = 11.6 - 5.6 = \underline{6.0 \text{ m/s}}$$

9.57

$$m = 200 \text{ kg} \quad \text{---} \quad \vec{v} = (121\hat{i} + 38\hat{j}) \text{ m/s}$$


Explodes into 3 pieces.

$$m_1 = 78 \text{ kg} @ -321\hat{i} + 228\hat{j}$$

$$m_2 = 56 \text{ kg} @ 16\hat{i} - 88\hat{j}$$

Find velocity of m_3 .

Cons of momentum, where

$$\sum p_i = \sum p_f \text{ in each dimension.}$$

Can split it up into x & y calculations (separate)
or can solve w/ i-j analysis. Either way,
you solve for each axis independently.

$$\vec{p}_1' = 78 \cdot (-321\hat{i} + 228\hat{j}) = -25038\hat{i} + 17784\hat{j}$$

$$\vec{p}_2' = 56 \cdot (16\hat{i} - 88\hat{j}) = 896\hat{i} - 4928\hat{j}$$

$$\vec{p}_3 = (200 - (78 + 56)) \cdot v_x\hat{i} + v_y\hat{j}$$

66 kg

$$\vec{p}_{\text{initial}} = (200 \text{ kg}) \cdot (121\hat{i} + 38\hat{j}) = 24200\hat{i} + 7600\hat{j}$$

x direction: $p_x = p_1' + p_2' + p_3'$

$$24200\hat{i} = -25038\hat{i} + 896\hat{i} + p_3'$$

$$p_3' = 48342 \text{ kg m/s}$$

$$p_3' = m_3 v_3, \text{ so } v_{3x} = \frac{48342}{66 \text{ kg}} = 732 \text{ m/s}$$

\hat{i}

y direction: $p_y = p_1' + p_2' + p_3'$

$$7600 = 17784 + (-4928) + p_3'$$

$$p_3' = -5256$$

$$p_3' = m_3 v_3, \text{ so } v_{3y} = \frac{-5256}{66 \text{ kg}} = -79.6 \text{ m/s}$$

\hat{j}

$$\vec{v}_3' = (732\hat{i} - 79.6\hat{j}) \text{ m/s}$$