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Chapter 4 Motion In 2d

Chapter 4 - Motion in 2D and 3D Generalize to 3D Projectile Motion Uniform Circular Motion Relative Motion Generalize to 3D Position, displacement, velocity and acceleration can be generalized to 3D using vectors. x(t) ! ~r(t) = x(t)^i + y(t)^j + z(t)^k x

! ~r =~r 2(t) ~r 1(t) v avg(t) ! ~v avg(t) = ~r t v(t) ! ~v(t) = d~r dt = v x(t)^i + v y(t)^j + v z(t)^k a avg(t) ! ~a

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Chapter 4 Motion in Two and Three Dimensions

Chapter 4: Kinematics in 2D Motion in a plane, vertical or horizontal But, the motion in the x- and y-directions are independent, except that they are coupled by the time Therefore, we can break the problem into x and y ``parts ' ' We must use vectors: displacement r = x + y velocity v = v x+ v y acceleration a = a x + a y Usually, y x r x y r a y = g y ˆ

Chapter 4: Kinematics in 2D

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... ى ر خ ا ت ا ح و ر ش و ل م ا ك ل ا ب

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4. MOTION IN A PLANE. 4.1. Position. In Chapter 2 we discussed the motion of an object in one dimension. Its

position was unambiguously defined by its distance (positive or negative) from a user defined origin. The motion of this object could be described in terms of scalars. The discussion about motion in two or three dimensions is more complicated.

4. MOTION IN A PLANE

Motion in a Plane Class 11 Notes Physics Chapter 4 • Motion in a plane is called as motion in two dimensions e.g., projectile motion, circular motion etc. For the analysis of such motion our reference will be made of an origin and two co-ordinate axes X and Y. • Scalar and Vector Quantities Scalar Quantities.

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Motion. Projectile motion is a very common example of 2D motion where objects move under the influence of gravity. This ball is also rotating — we ' ll get to that later (Ch 10).

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ن ي د ع ب ب ة ك ر ح ل ا - Motion in 2 Dimension
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... ة م ظ ن م ة ق ي ر ط ب ى ر خ ا

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Chapter 4: Motion in Two and Three Dimensions.

Chapter 4:Motion in Two and Three Dimensions. https://www.youtube.com/watch?v=h9Ipz-7rKu0. In this chapter we will continue to study the motion of objects without the restriction we put in chapter 2 to move along a straight line. Instead we will consider motion in a plane (2D) and motion in space (3D motion)

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