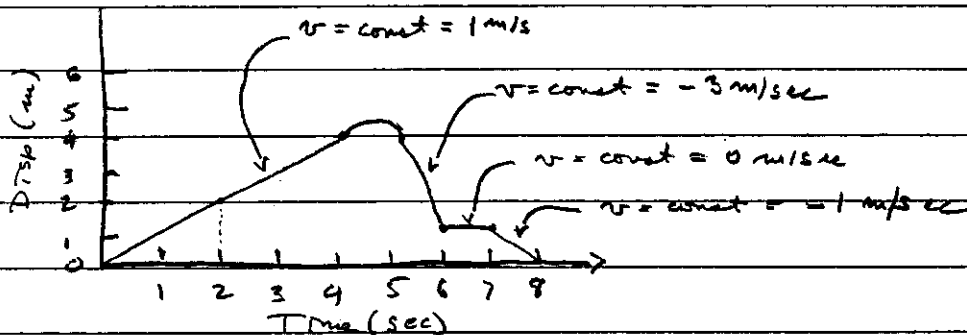


93. Velocity is constant when the slope of the distance-time curve is constant, i.e. when the curve is a straight line. Graph looks straight from 4 places.



$v(2 \text{ sec}) = 1 \text{ m/s}$

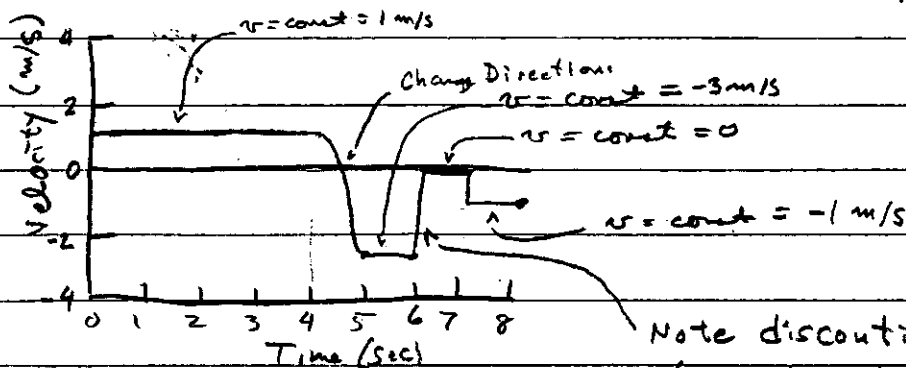
$v(6.5 \text{ sec}) = 0 \text{ m/s}$

v is slope of curve

at $t=2 \text{ sec}$ slope = $\frac{4\text{m} - 0\text{m}}{4\text{sec} - 0\text{sec}}$

at $t=6.5 \text{ sec}$, slope = $\frac{1\text{m} - 1\text{m}}{7\text{sec} - 6\text{sec}}$

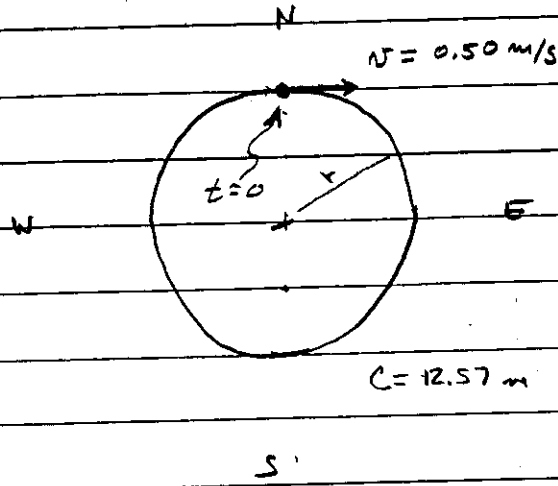
Changed Direction when slope went from pos to neg at about 4.5 sec



NOT REQ'D

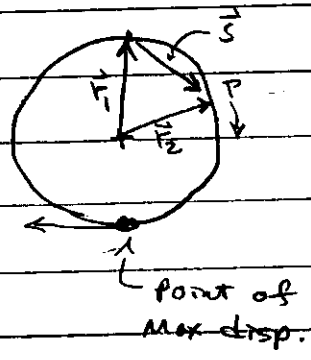
Note discontinuous steps in velocity. Due to sharp corners in x-t plot.

94.



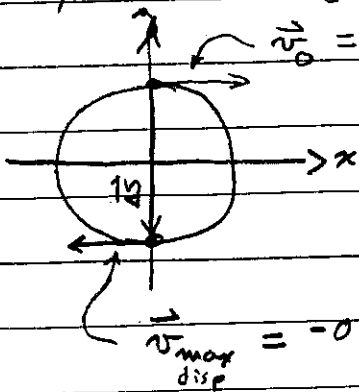
$$r = \frac{C}{2\pi} = 2.000 \text{ m}$$

Since the path is always curved, the direction of the velocity vector is continually changing, \vec{v} is never constant. This is true for all cars in the train.



\vec{s} increases in magnitude until \vec{r} points south, opposite from initial direction.

Velocity at point of max displacement is 0.50 m/s West

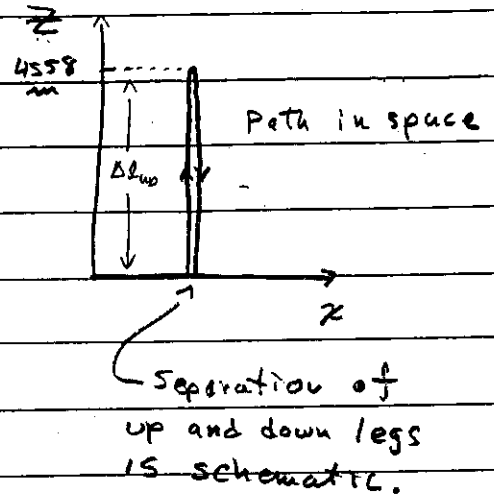
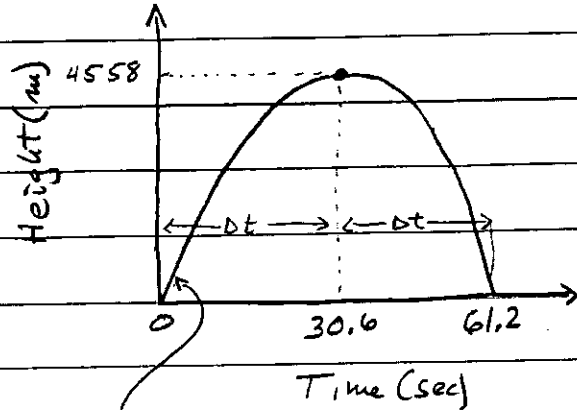


$$\vec{v}_0 = +0.50 \hat{i} + 0 \hat{j} \text{ m/s}$$

$$\vec{v}_{\text{max disp}} = -0.50 \hat{i} + 0 \hat{j} \text{ m/s}$$

3

95.



Path length going up is $\Delta l_{up} = 4558 \text{ m}$
 in a straight line. Time required is
 $\Delta t_{up} = 30.6 \text{ sec}$, Average speed is

$$\langle v \rangle_{up} = \frac{\Delta l_{up}}{\Delta t_{up}} = \frac{4558 \text{ m}}{30.6 \text{ sec}} = 149 \text{ m/sec}$$

Average velocity is same thing with direction up.

$$\langle \vec{v} \rangle_{up} = \frac{\vec{\Delta s}_{up}}{\Delta t_{up}} = \frac{4558 \hat{h} \text{ m}}{30.6 \text{ sec}}$$

$$= +149 \hat{h} \text{ m/s}$$

The two legs of the trip are symmetrical.

Average speed is

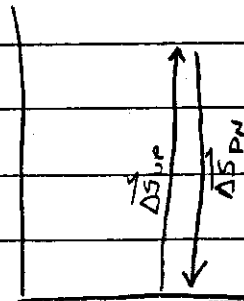
$$\langle v \rangle_{RT} = \frac{\Delta l_{up} + \Delta l_{DN}}{\Delta t_{up} + \Delta t_{DN}} = 149 \text{ m/sec}$$

4

Average velocity is zero because total displacement is zero: the bullet starts and ends at the same place. Specifically

$$\begin{aligned}\langle \vec{v} \rangle_{RT} &= \frac{\vec{\Delta S}_{\text{up}} + \vec{\Delta S}_{\text{DN}}}{\Delta t_{\text{up}} + \Delta t_{\text{DN}}} \\ &= \frac{+4558 \hat{n} - 4558 \hat{n} \text{ m}}{30.6 + 30.6 \text{ sec}} \\ &= 0\end{aligned}$$

$$\vec{\Delta S}_{\text{up}} = -\vec{\Delta S}_{\text{DN}}$$



96. a. Muzzle velocity given as 300 m/s up.
(this is a complete answer).

Using vector notation

$$\vec{v}_0 = 300 \text{ m/s } \hat{k}$$

b. $\vec{v}(30.6 \text{ sec}) = 0$

At this point the bullet is stopped and in the process of reversing direction.

At $t = 61.2 \text{ sec}$, the bullet has returned to the muzzle of the gun.

It's velocity is 300 m/s down.
(this is a complete answer).

One could also say its velocity is -300 m/s up , or, in vector notation

$$\vec{v}(61.2 \text{ sec}) = -300 \hat{k} \text{ m/s}$$