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Chapter: Chapter 6

Learning Objectives:

LO 6.1.0 Solve problems related to friction

LO 6.1.1 Distinguish between friction in a static situation and a kinetic situation.

LO 6.1.2 Determine direction and magnitude of a frictional force.

LO 6.1.3 For objects on horizontal, vertical, or inclined planes in situations involving friction, draw free-body diagrams and apply Newton's second law.

LO 6.2.0 Solve problems related to drag force and terminal speed

LO 6.2.1 Apply the relationship between the drag force on an object moving through air and the speed of the object.

LO 6.2.2 Determine the terminal speed of an object falling through air.

LO 6.3.0 Solve problems related to uniform circular motion

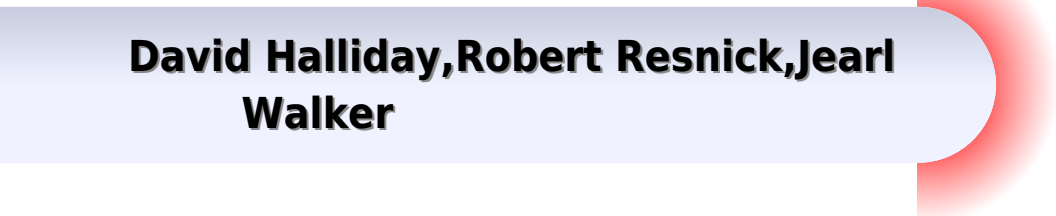
LO 6.3.1 Sketch the path taken in uniform circular motion and explain the velocity, acceleration, and force vectors (magnitudes and directions) during the motion.

LO 6.3.2 Identify that unless there is a radially inward net force (a centripetal force), an object cannot move in circular motion.

LO 6.3.3 Apply the relationship between the radius of the circular path, the particle's speed and mass, and the net force acting on the particle.

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David Halliday, Robert Resnick, Jearl Walker



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web where v is velocity of sound in m s^{-1} t is temperature in $^{\circ}\text{C}$ and p_0 is absolute pressure in pascals this equation is accurate to within 0.015 m s^{-1} between 0.001 and 95.126°C

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