CONCEPT: IMPULSE

• When you push an object with some *F* over some Δt , you *change* its momentum:

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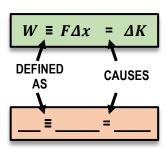
- This is called an _____.

- Units: [____] **OR** [_____]
- We obtain this by writing **Newton's 2nd Law** in terms of momentum:

<u>EXAMPLE</u>: You push a 50kg crate initially at rest on a smooth, horizontal surface with a constant 100N force for 8 seconds. Calculate **a)** the impulse that you deliver to the crate and **b)** the crate's speed after 8 seconds.



• Impulse is similar to Work:



<u>PROBLEM</u>: You throw a 100-g ball with 30m/s. If the ball is in your hand for 0.2s during the throw, **a)** calculate the impulse you deliver to it. **b)** Calculate the average Force that you exert on the ball.

- **A)** $J = 3,000 \text{ kg} \cdot \text{m/s}, F_{avg} = 15,000 \text{ N}$
- **B)** $J = 3 \text{ kg} \cdot \text{m/s}, F_{avg} = 15 \text{ N}$
- **C)** $J = 0.2 \text{ kg} \cdot \text{m/s}, F_{avg} = 1 \text{ N}$
- **D) J** = 2 kg·m/s, $F_{avg} = 10 \text{ N}$

MOMENTUM

p = mv $J = F\Delta t = \Delta p = mv_f - mv_0$

<u>PROBLEM</u>: A 150-g rubber ball is moving at 40m/s to the right, when it hits a wall and bounces back. After the bounce, the ball is moving at 45m/s to the <u>left</u>. a) Calculate the impulse delivered to the ball during the bounce. b) If the wall exerts an average force of 410N during the bounce, calculate the amount of time the ball is in contact with the wall.

MOMENTUM

p = mv $J = F\Delta t = \Delta p = mv_f - mv_0$

PROBLEM: You catch a 0.6 kg ball initially moving with 10 m/s. Calculate the impulse delivered to the ball during the catch.

 PROBLEM: A 1200-kg car moving at 20m/s slams into a wall. The car comes to a stop after compressing 1.0m into the wall. a) Assuming the acceleration during this collision is *constant*, how long does this collision last? b) Use momentum/impulse to find the magnitude of the average force the wall exerts on the car during the collision.

MOMENTUM p = mv $J = F\Delta t = \Delta p = mv_f - mv_0$

UAM Equations
(1)
$$v = v_0 + at$$

(2)
$$v^2 = v_0^2 + 2a\Delta x$$

(3) $\Delta x = v_0 t + \frac{1}{2}at^2$

$$(4) \Delta x = \left(\frac{v + v_0}{r}\right) t$$

$$(4) \Delta x = \left(\frac{v + v_0}{2}\right) t$$