

Your TA, Section # and Section time:

Your name:

Cornell TAM/ENGRD 2030

Prelim 3

April 19, 2011

No calculators, books or notes allowed.

3 Problems, 90 minutes (+ up to 90 minutes overtime)

How to get the highest score?

Please do these things:

- ↙ • Draw **Free body diagrams** whenever force, moment, linear momentum, or angular momentum balance are used.
- Use correct **vector notation**.
- A+ Be (I) neat, (II) clear and (III) well organized.
- TIDILY REDUCE and box in your answers (Don't leave simplifiable algebraic expressions).
- >> Make appropriate Matlab code clear and correct.
You can use shortcut notation like " $T_7 = 18$ " instead of, say, " $T(7) = 18$ ".
Small syntax errors will have small penalties.
- ↗ Clearly **define** any needed dimensions (ℓ, h, d, \dots), coordinates ($x, y, r, \theta \dots$), variables (v, m, t, \dots), base vectors ($\hat{i}, \hat{j}, \hat{e}_r, \hat{e}_\theta, \hat{\lambda}, \hat{n} \dots$) and signs (\pm) with sketches, equations or words.
- **Justify** your results so a grader can distinguish an informed answer from a guess.
- ➔ If a problem seems *poorly defined*, clearly state any reasonable assumptions (that do not oversimplify the problem).
- ≈ Work for **partial credit** (from 60–100%, depending on the problem)
 - Put your answer is in terms of well defined variables even if you have not substituted in the numerical values.
 - Reduce the problem to a clearly defined set of equations to solve.
 - Provide Matlab code which would generate the desired answer (and explain the nature of the output).
- **Extra sheets.** Put your name on each extra sheet, fold it in, and refer to it at the relevant problem.
Note the last page is **blank** for your use. Ask for more extra paper if you need it.

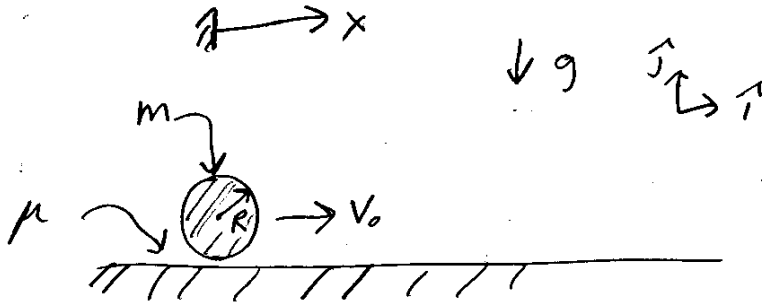
Problem 7: /25

Problem 8: /25

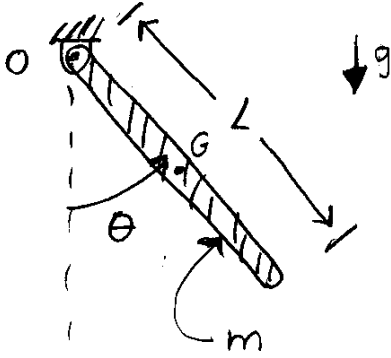
Problem 9: /25

1) A uniform cylinder (mass m , radius R) is initially moving horizontally (velocity of its center of mass is $\vec{v}(0) = v_0 \hat{i}$, with $v_0 > 0$) and not rotating ($\vec{\omega}_0 = \vec{0}$) when placed on a horizontal flat smooth frictional surface with friction coefficient μ . It slides for a while and then rolls. Answer in terms of some or all of $v_0, m, R, g, \mu, \hat{i}$ and \hat{j} .

- When the cylinder eventually rolls what is the velocity of the center of mass?
- When it eventually rolls what is its angular velocity?
- How far does it slide before it starts rolling?



2) A uniform rigid stick (length L , mass m) hangs from a hinge with negligible friction at one end (point O). Immediately after it is released from rest with initial angle $\theta = \theta_0$ what is the force (a vector) of the hinge on the stick? Answer in terms of some or all of m , g , L , θ_0 , \hat{i} and \hat{j} . Define \hat{i} and \hat{j} any way you like with a clear sketch.



3) A two-dimensional object \mathcal{B} moves in the plane. At the instant of interest its center of mass has position $\vec{r}_G = \vec{r}_{G/O}$, velocity \vec{v} , and counter-clockwise angular velocity $\omega \neq 0$.

Interesting fact:

So long as $\omega \neq 0$ a point C , called the ‘instantaneous center of rotation’ (COR), always exists such that

- point C is instantaneously stationary: $\vec{v}_C = \vec{0}$, and
- the velocities of all points D on the object are calculated by treating the object as rotating about C : $\vec{v}_D = \vec{\omega} \times \vec{r}_{D/C}$.

Point C is not necessarily literally on the object, but rather is somewhere on an infinite rigid extension of the object (that is, C is on a large imagined rigid piece of graph paper glued to the object).

a) Find $\vec{r}_C = \vec{r}_{C/O}$ in terms of some or all of \vec{r}_G , \vec{v} , ω , \hat{i} , \hat{j} and \hat{k} . That is, write a formula that answers the question: $\vec{r}_C = ?$ If you happen to have memorized this formula, you must show how to obtain it.

b) For the special case that

$$\vec{r}_G = 2 \text{ m} \hat{i},$$

$$\vec{v} = 3 \text{ m/s} \hat{i} + 4 \text{ m/s} \hat{j} \quad \text{and}$$

$$\omega = 1 \text{ s}^{-1}$$

find x_C and y_C . A neat sketch may help your work and may help you better communicate your understanding.

