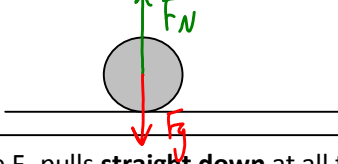


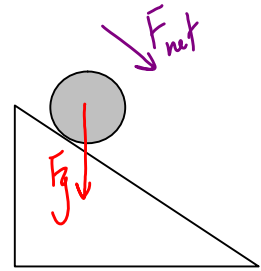
Dynamics Notes

3 – Inclines

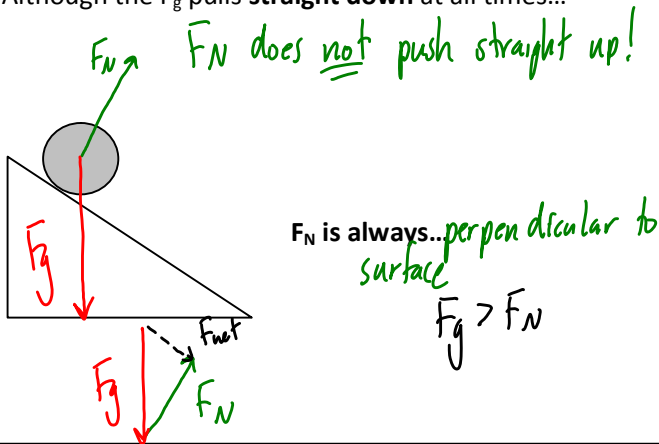
A ball sitting on a level surface will not roll because the forces on it are balanced ($F_{net} = 0$).



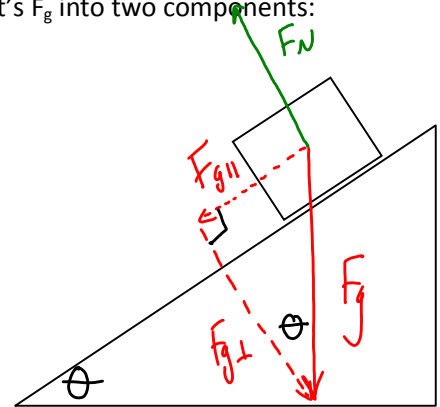
However, when the ball is placed on an *inclined plane* it will roll down the plane.



Although the F_g pulls **straight down** at all times...



For inclined plane questions our first step should always be to resolve the object's F_g into two components:

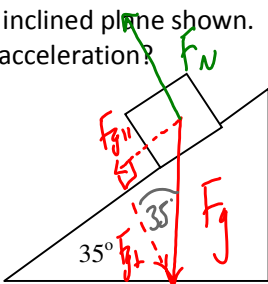


Two important things to notice:

- 1) Only the parallel component of F_g ($F_{g||}$) pulls down the ramp.
- 2) The perpendicular component of F_g ($F_{g\perp}$) is equal and opposite to F_N

Ex

An 8.0 kg block slides down the frictionless inclined plane shown. What is its acceleration?



$$F_{net} = F_{g||} = ma$$

$$\sin 35^\circ = \frac{F_{g||}}{F_g}$$

$$F_{g||} = F_g \sin 35^\circ = mg \sin 35^\circ$$

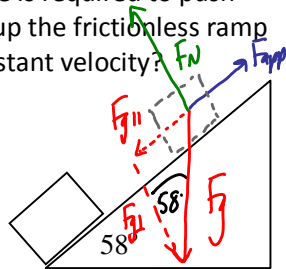
$$= (8.0)(9.8) \sin 35^\circ$$

$$= 44.97 \text{ N}$$

$$a = \frac{F_{g||}}{m} = \frac{44.97 \text{ N}}{8.0 \text{ kg}} = \boxed{5.6 \text{ m/s}^2}$$

Ex

How much force is required to push an 11 kg block up the frictionless ramp shown at a constant velocity?



$$a = 0$$

$$\therefore F_{net} = 0$$

$$\therefore F_{app} - F_{g||} = 0$$

$$F_{app} = F_{g||}$$

$$F_{g||} = F_g \sin 58^\circ$$

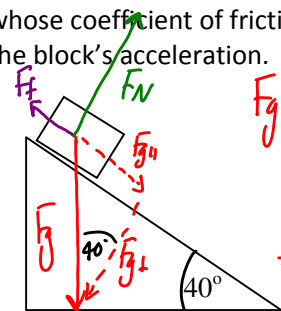
$$= mg \sin 58^\circ$$

$$= (11)(9.8) \sin 58^\circ$$

$$= \boxed{91 \text{ N}}$$

Ex

A 15 kg block sits on an inclined ramp whose coefficient of friction is 0.21. Find the block's acceleration.



$$F_{g||} = F_g \sin 40^\circ$$

$$= mg \sin 40^\circ$$

$$= (15)(9.8) \sin 40^\circ$$

$$= 94.49 \text{ N}$$

$$F_{net} = F_{g||} - F_f = ma$$

$$F_f = \mu F_N$$

$$F_N = F_{g\perp}$$

$$= \mu F_{g\perp}$$

$$= \mu F_g \cos 40^\circ$$

$$= \mu mg \cos 40^\circ$$

$$= (0.21)(15)(9.8) \cos 40^\circ$$

$$= 23.65 \text{ N}$$

$$a = \frac{F_{g||} - F_f}{m}$$

$$= \frac{94.49 - 23.65}{15}$$

$$= \boxed{4.7 \text{ m/s}^2}$$

Does the mass matter?

No! Not for acceleration!

How about now?

Yes

OK, how about now?

No! Not \vec{a} !