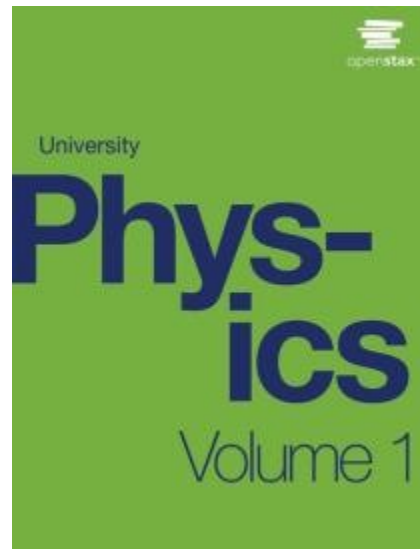


# UNIVERSITY PHYSICS

## Chapter 7 WORK AND KINETIC ENERGY

PowerPoint Image Slideshow

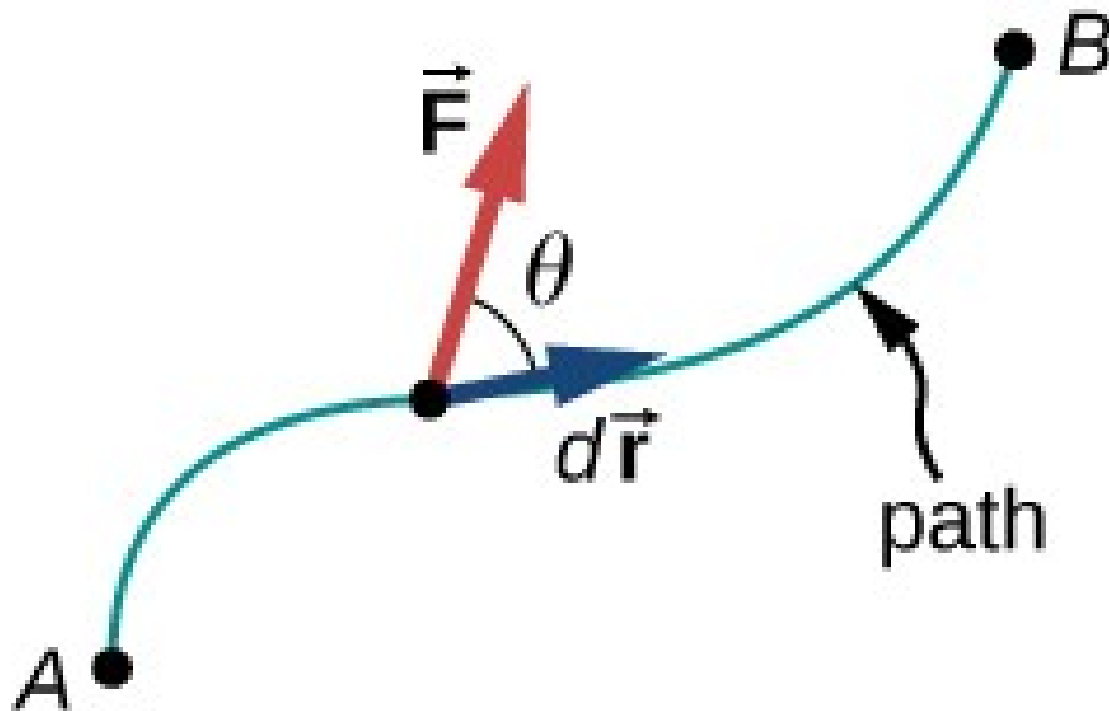


# Work

$$W = \vec{F} \cdot \Delta \vec{X}$$

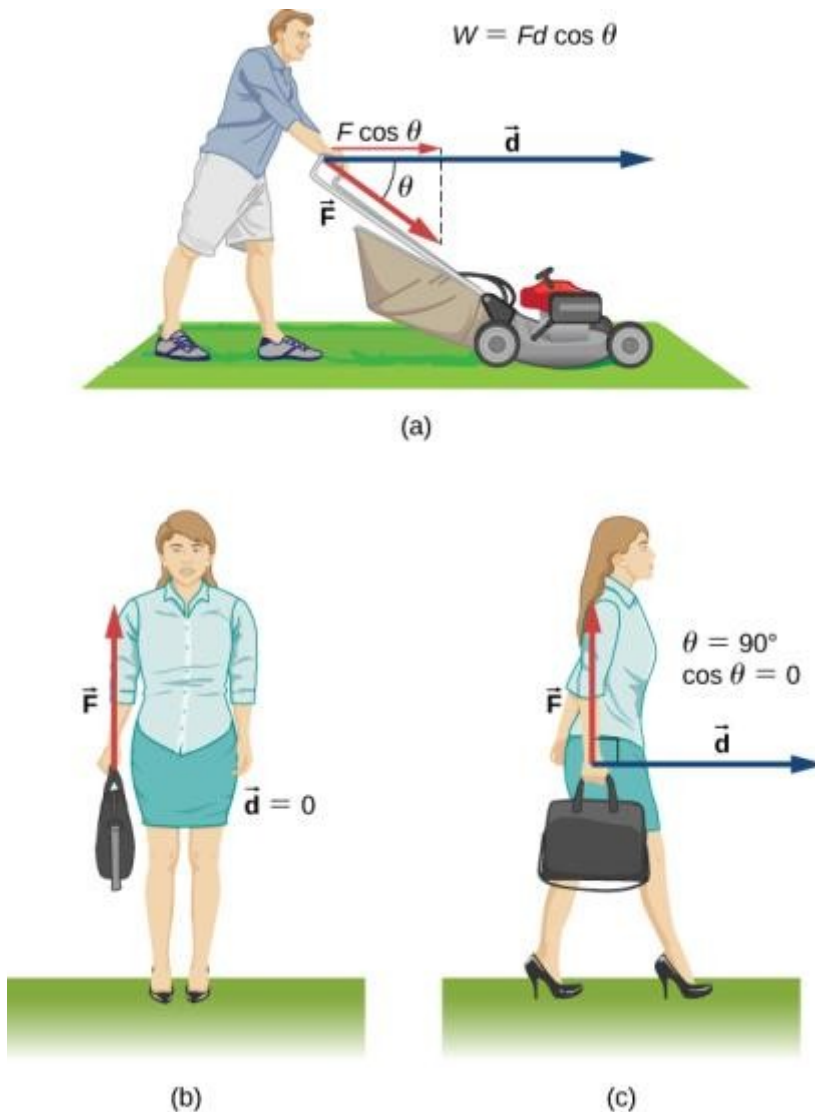
$$W = \int \vec{F} \cdot d\vec{X}$$

## FIGURE 7.2



Vectors used to define work. The force acting on a particle and its infinitesimal displacement are shown at one point along the path between A and B. The infinitesimal work is the dot product of these two vectors; the total work is the integral of the dot product along the path.

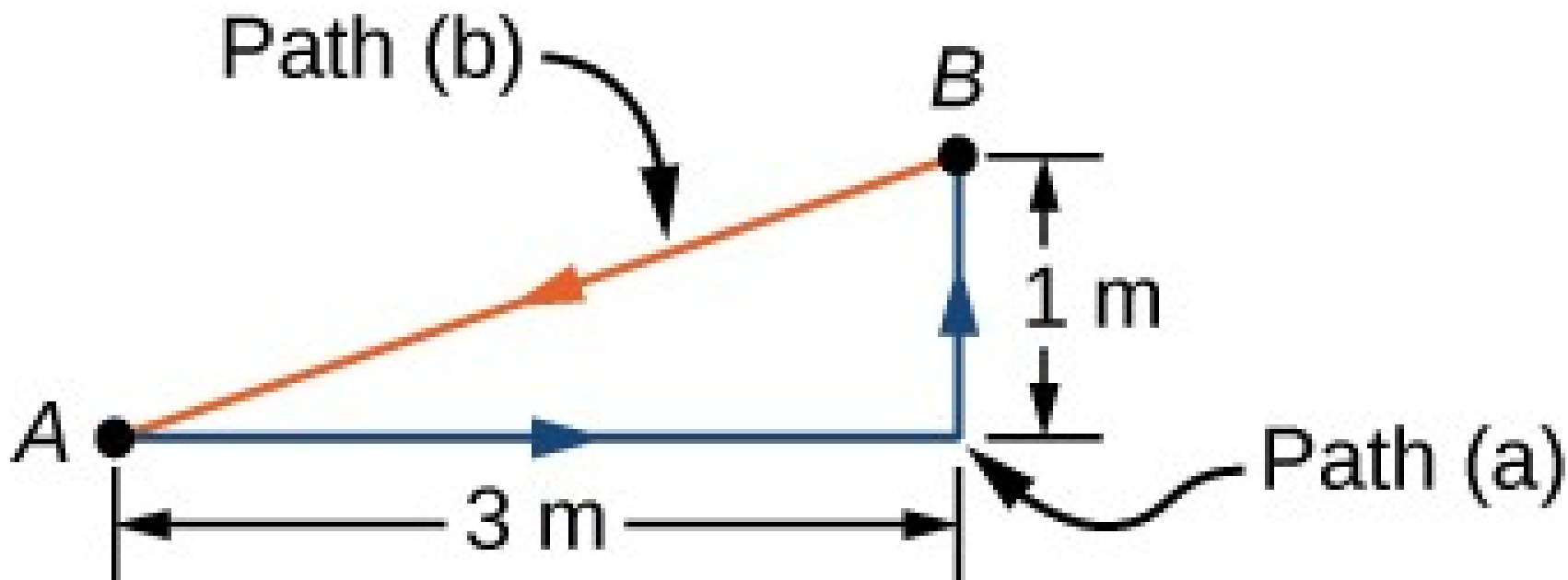
# FIGURE 7.3



Work done by a constant force.

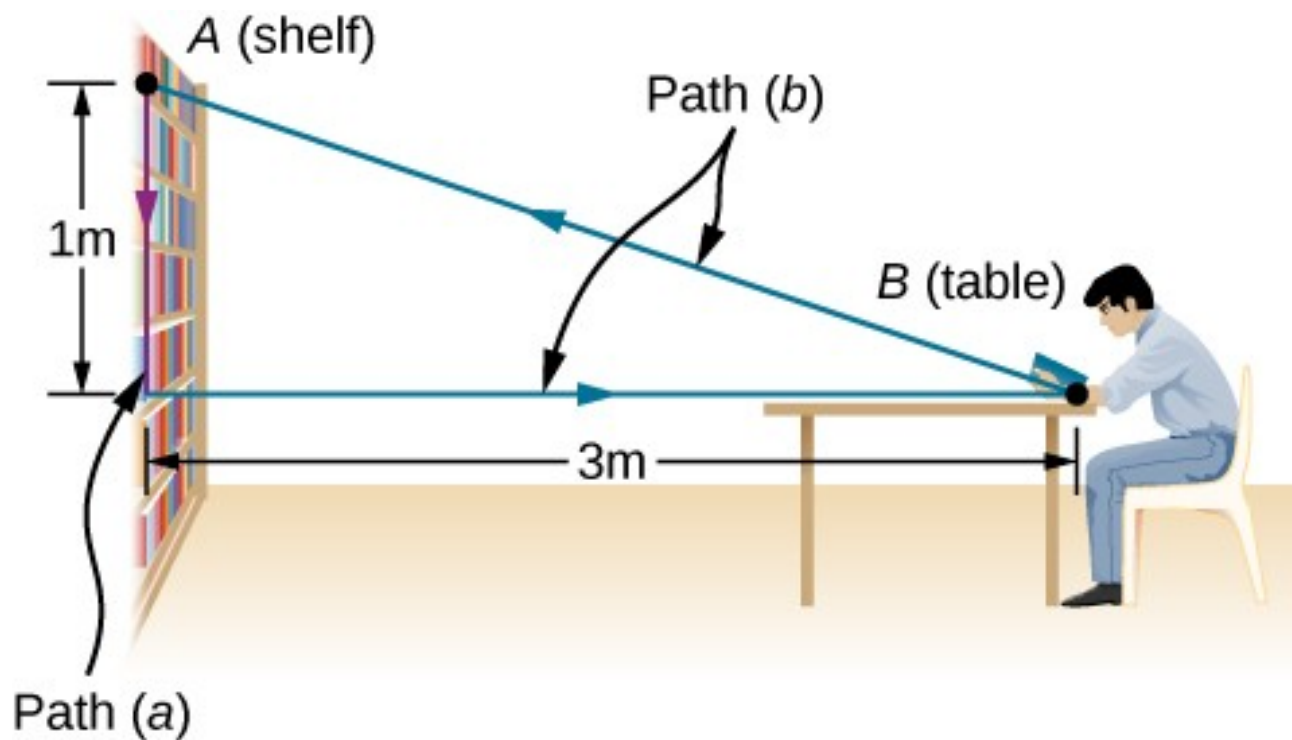
- A person pushes a lawn mower with a constant force. The component of the force parallel to the displacement is the work done, as shown in the equation in the figure.
- A person holds a briefcase. No work is done because the displacement is zero.
- The person in (b) walks horizontally while holding the briefcase. No work is done because  $\cos$  is zero.

**FIGURE 7.4**



Top view of paths for moving a couch.

## FIGURE 7.5

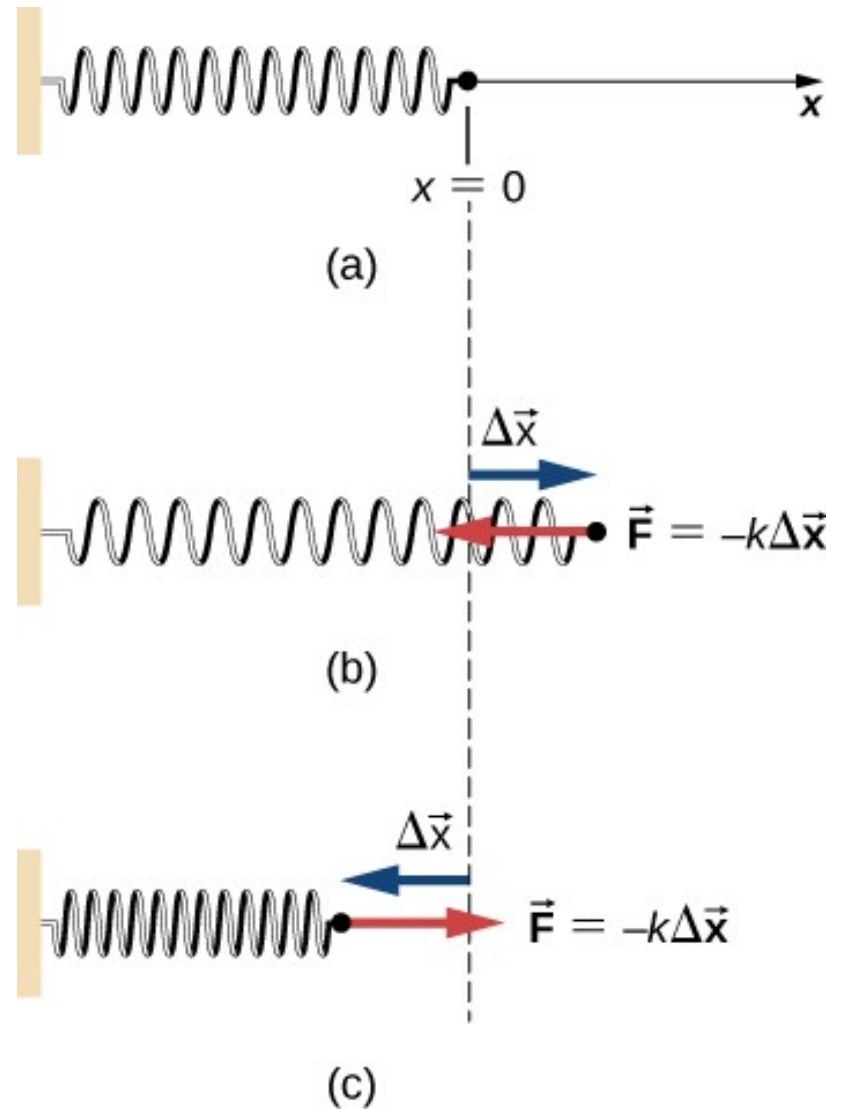


Side view of the paths for moving a book to and from a shelf.

**Springs**

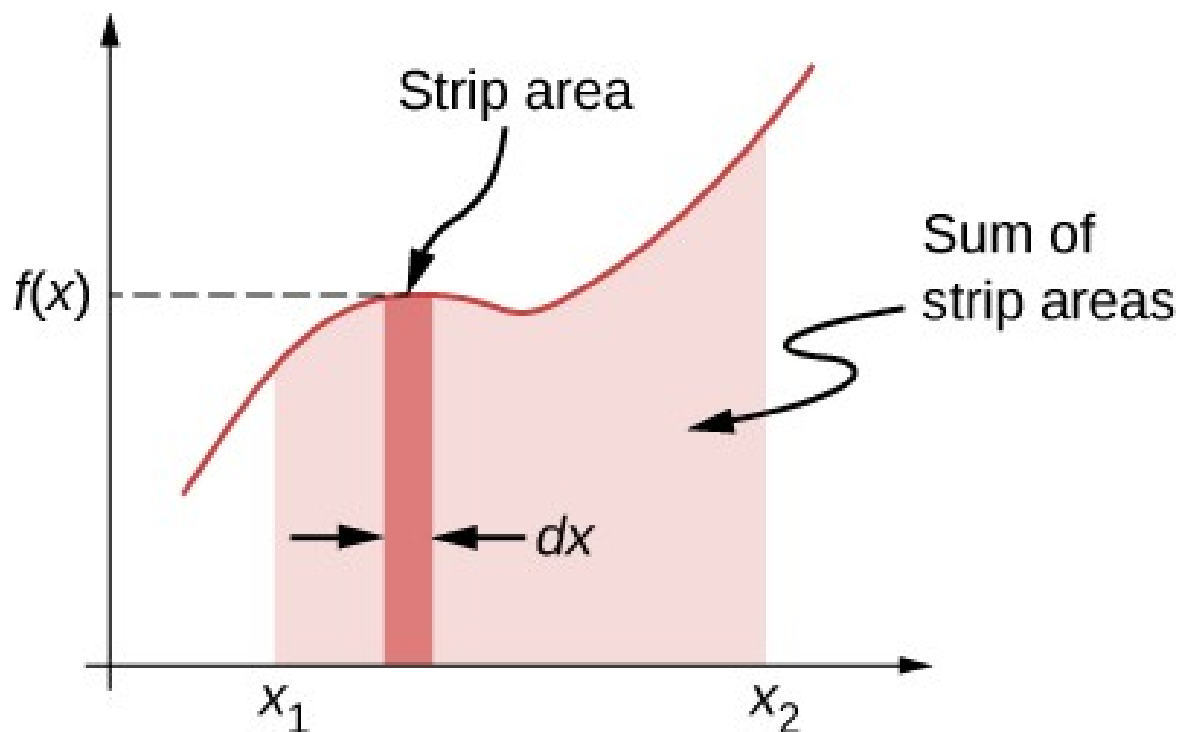
**FIGURE 7.7**

(a) The spring exerts no force at its equilibrium position. The spring exerts a force in the opposite direction to (b) an extension or stretch, and (c) a compression.



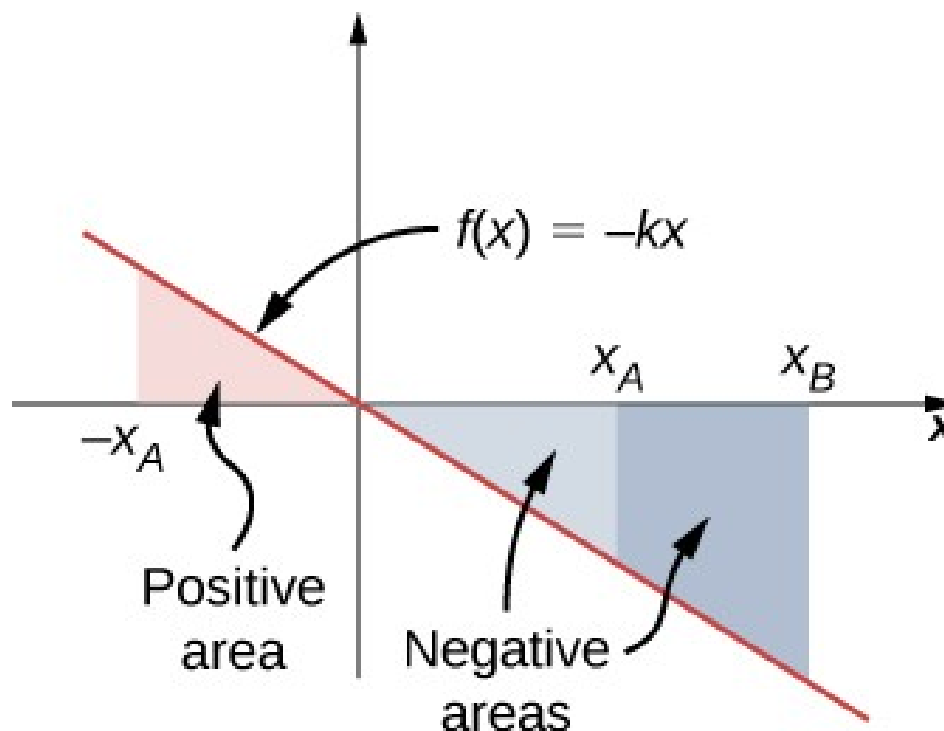


**FIGURE 7.8**



A curve of  $f(x)$  versus  $x$  showing the area of an infinitesimal strip,  $f(x)dx$ , and the sum of such areas, which is the integral of  $f(x)$  from  $x_1$  to  $x_2$ .

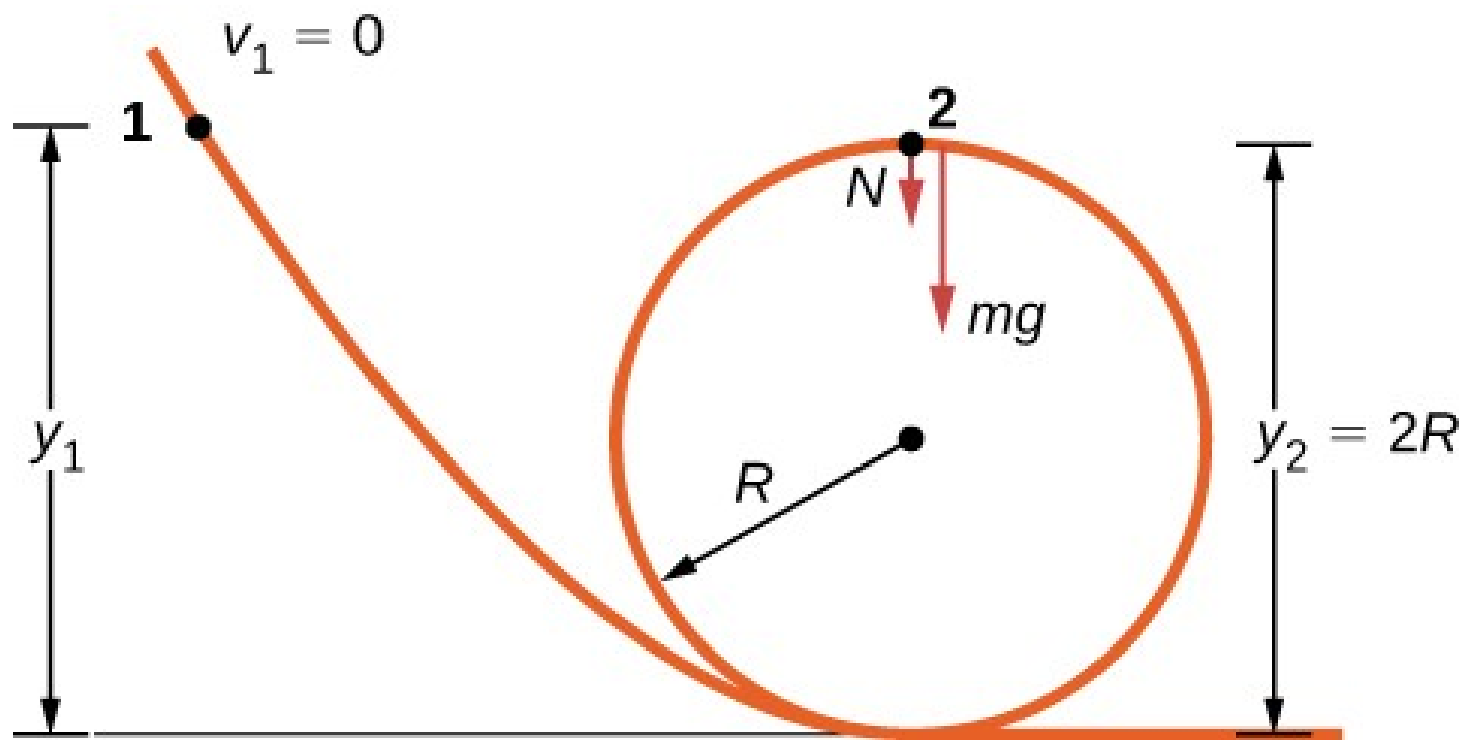
# FIGURE 7.9



Curve of the spring force  $f(x) = -kx$  versus  $x$ , showing areas under the line, between  $x_A$  and  $x_B$ , for both positive and negative values of  $x_A$ . When  $x_A$  is negative, the total area under the curve for the integral in [Equation 7.5](#) is the sum of positive and negative triangular areas. When  $x_A$  is positive, the total area under the curve is the difference between two negative triangles.

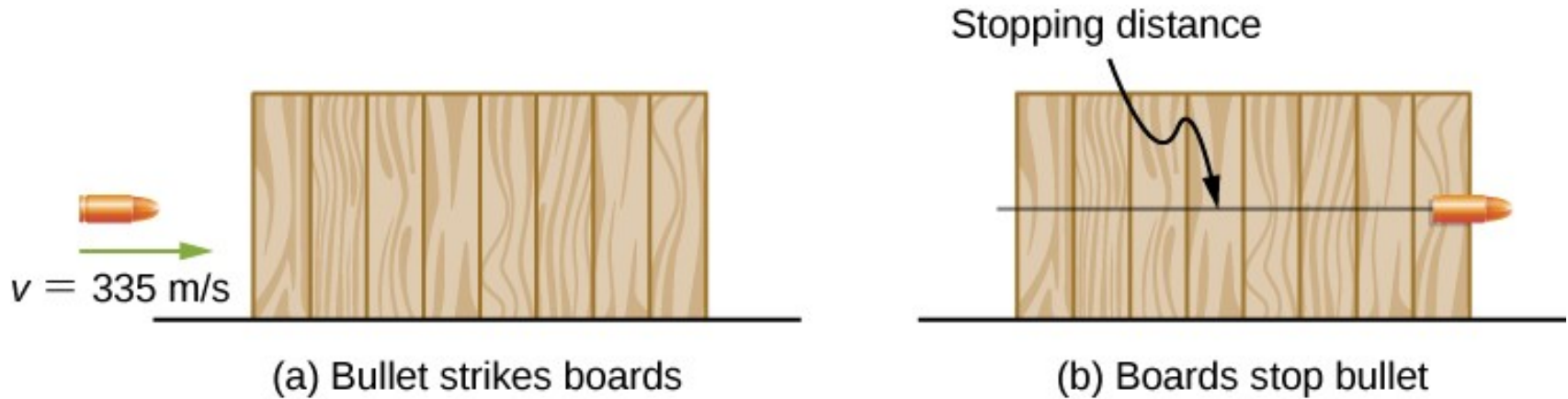
# Conservation of energy

**FIGURE 7.12**



A frictionless track for a toy car has a loop-the-loop in it. How high must the car start so that it can go around the loop without falling off?

# FIGURE 7.13

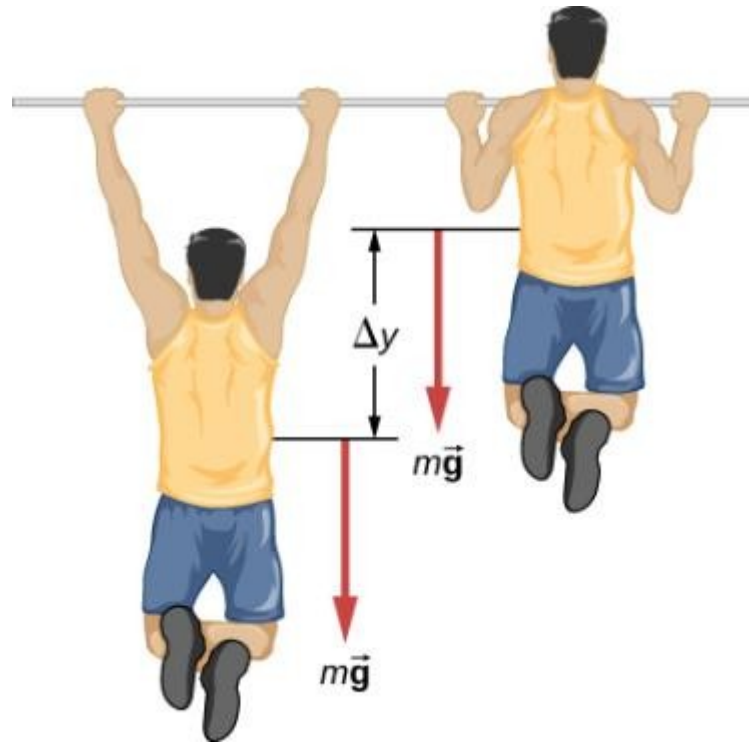


The boards exert a force to stop the bullet. As a result, the boards do work and the bullet loses kinetic energy.

# Power

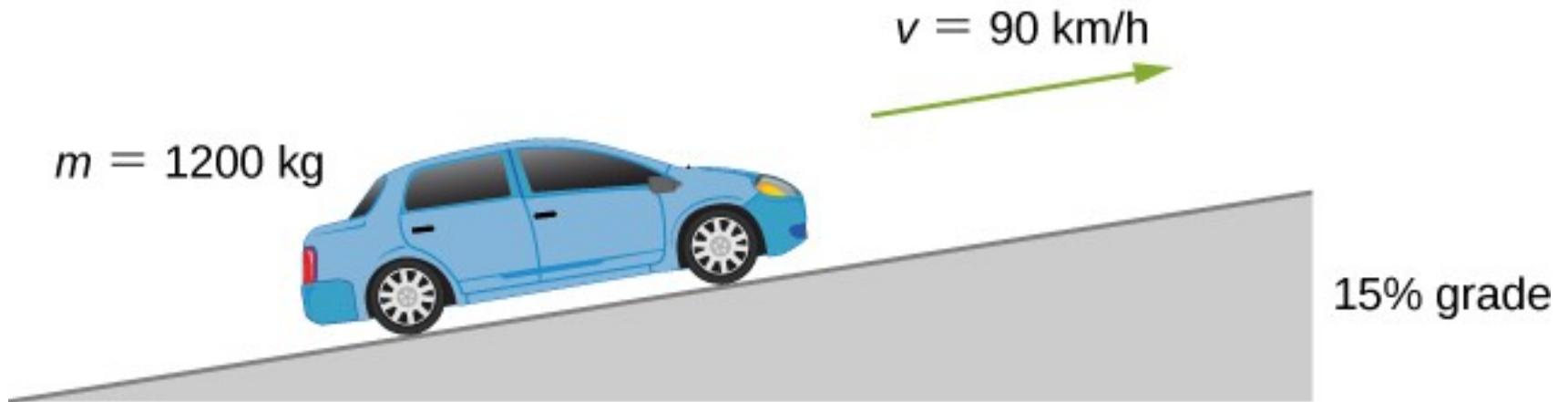
$$P = \frac{dE}{dt} \approx \frac{\Delta E}{\Delta t}$$

**FIGURE 7.14**



What is the power expended in doing ten pull-ups in ten seconds?

## FIGURE 7.15

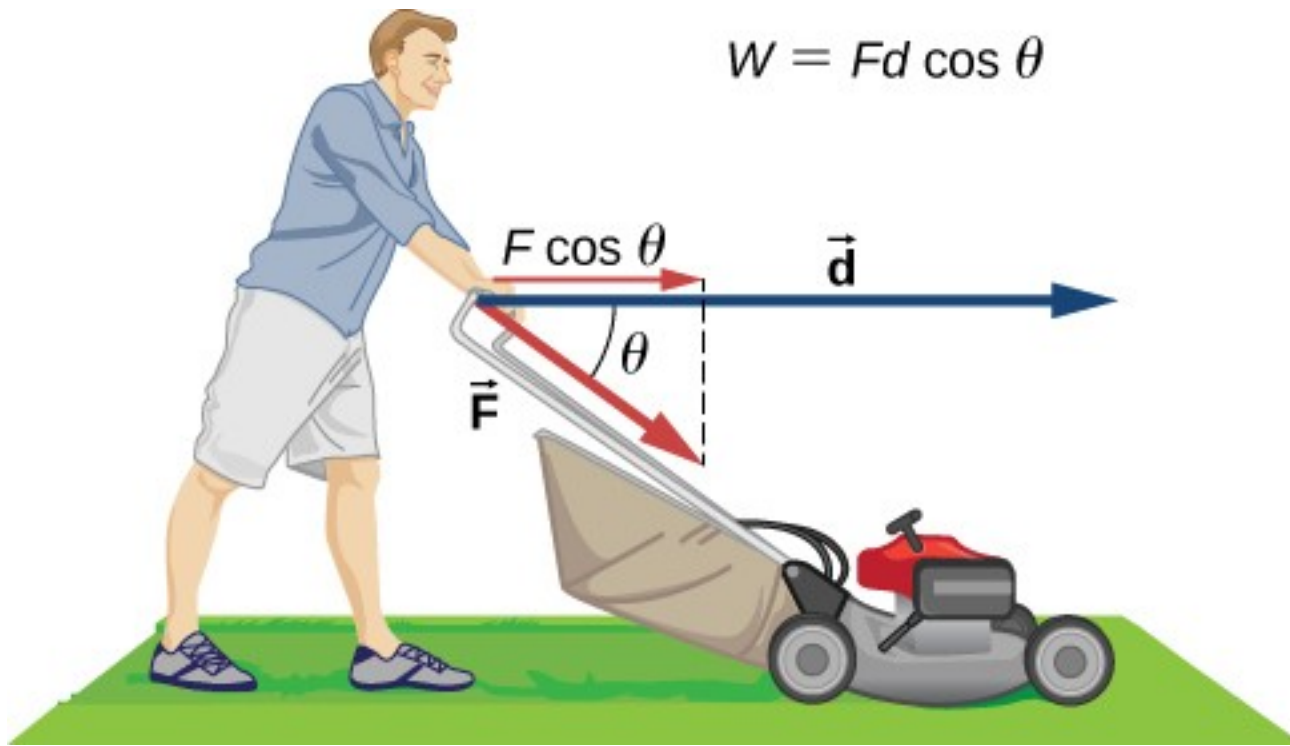


We want to calculate the power needed to move a car up a hill at constant speed.

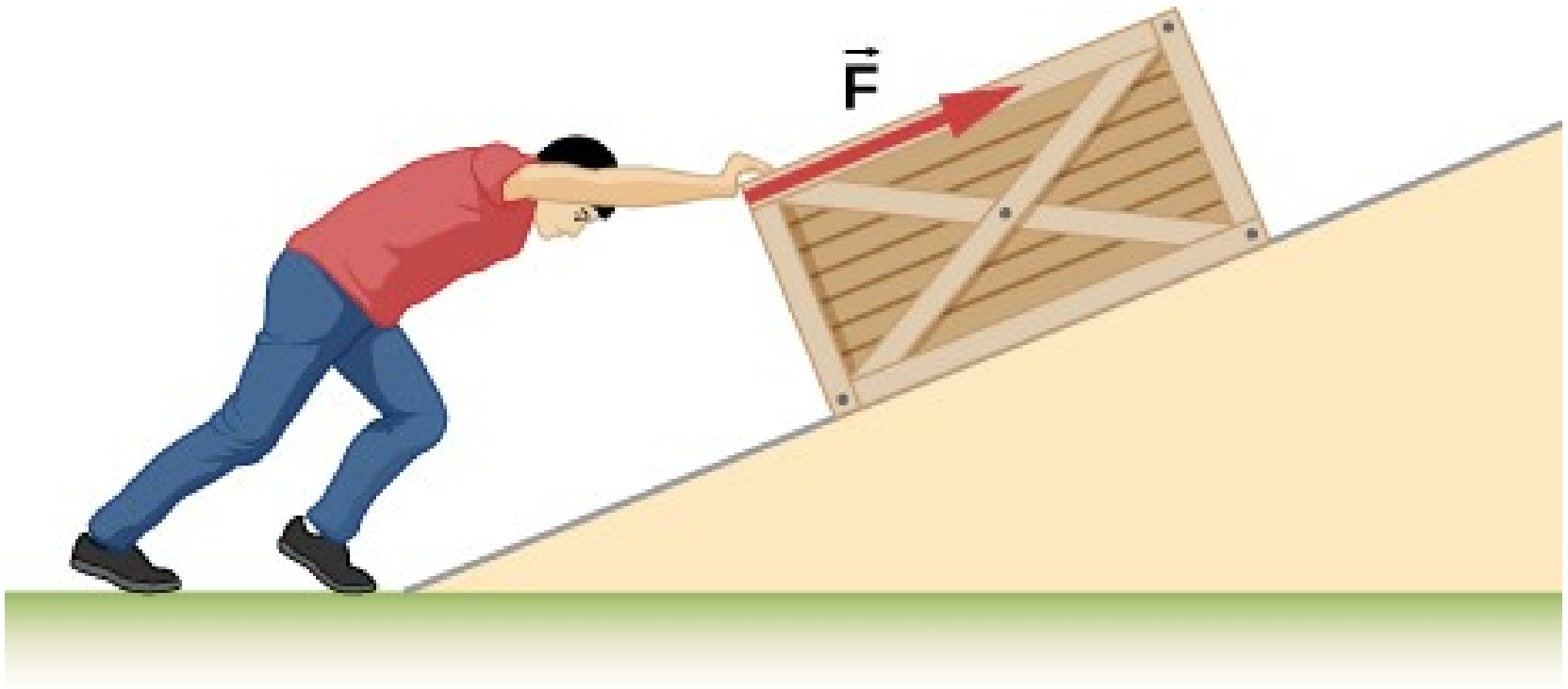


**Examples**

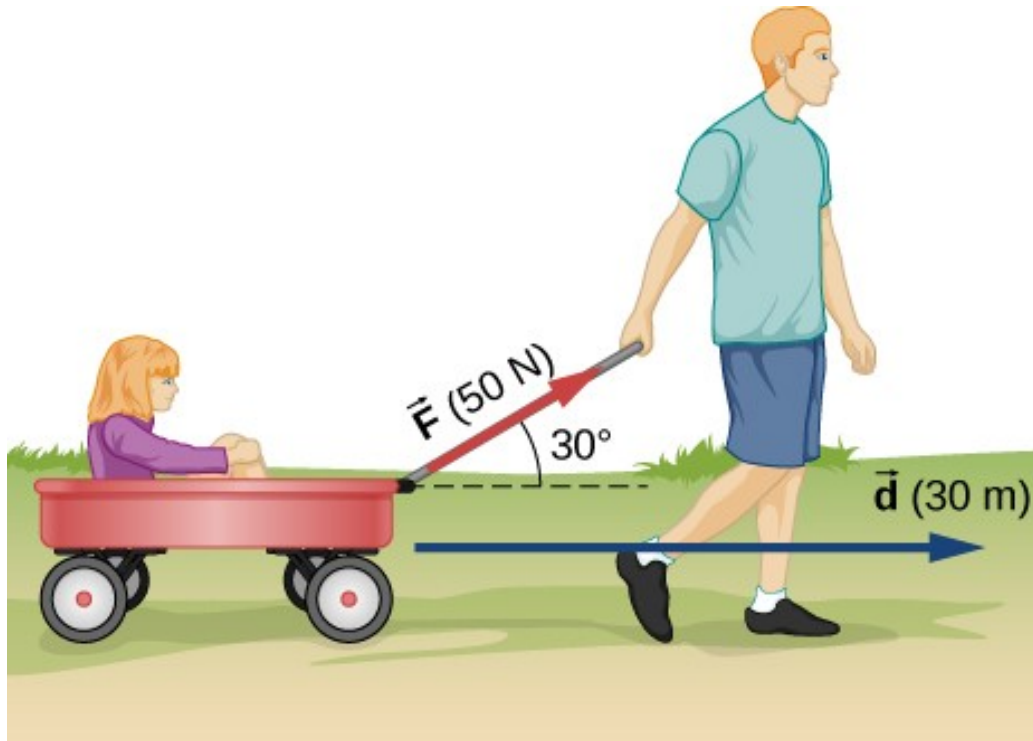
# EXERCISE 11



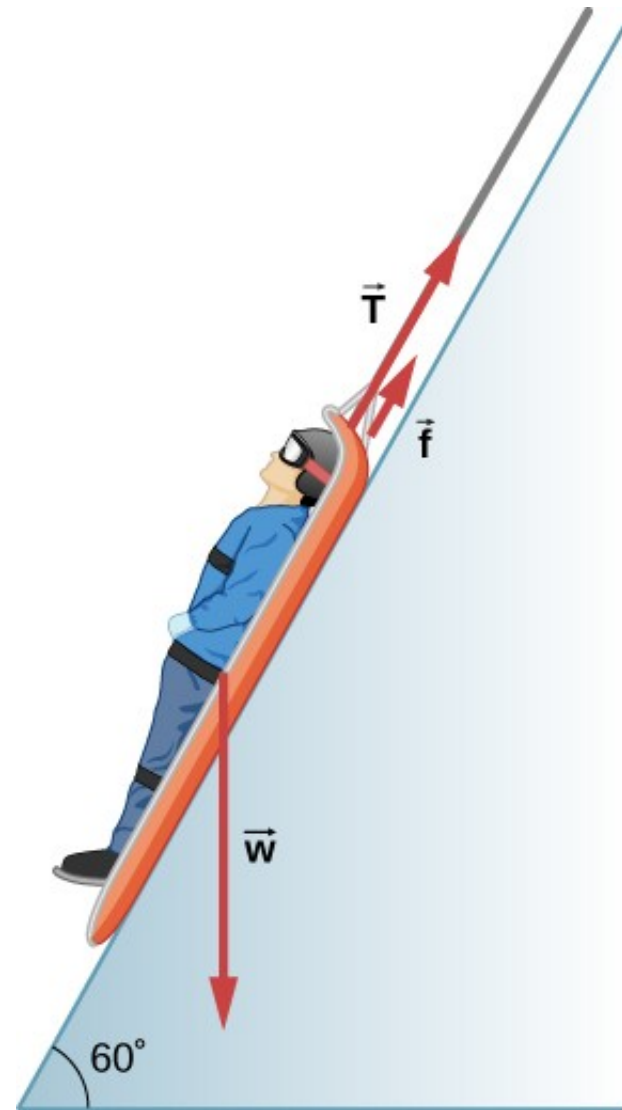
# EXERCISE 27



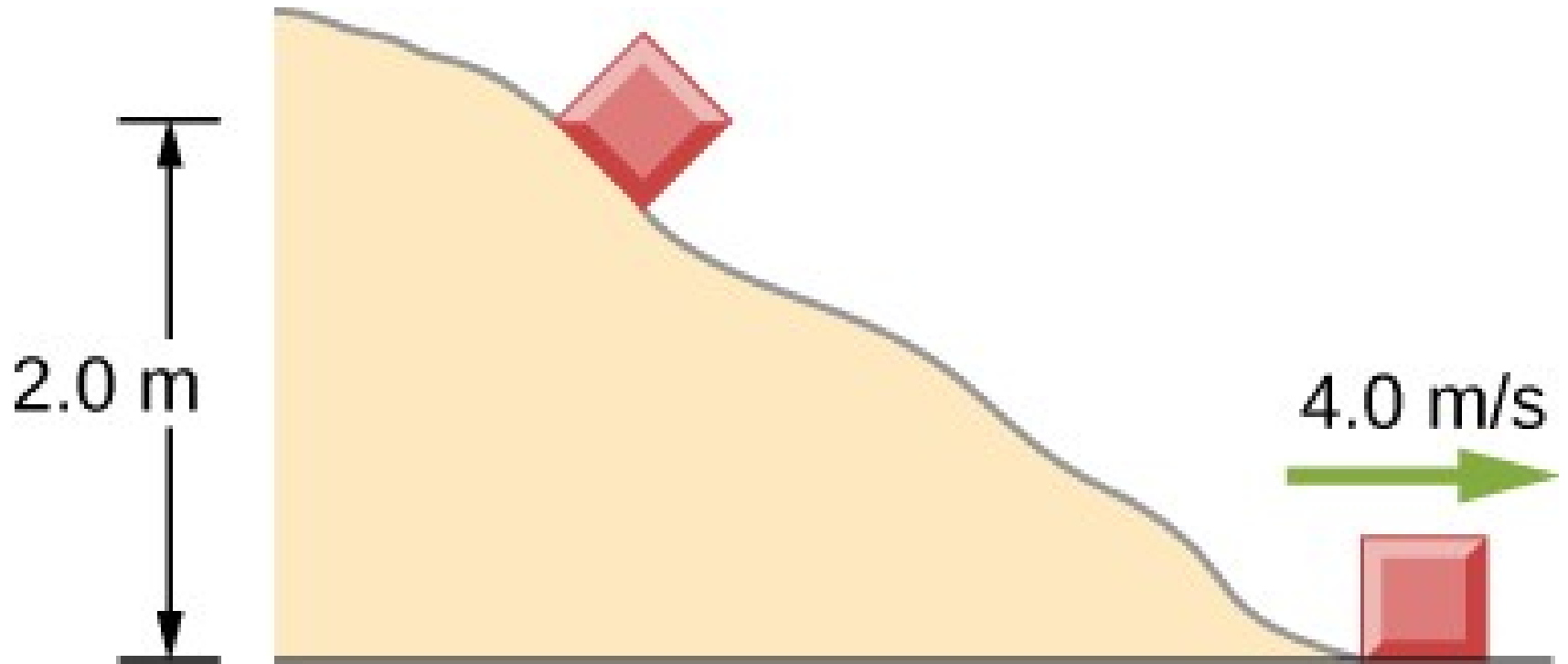
# EXERCISE 28



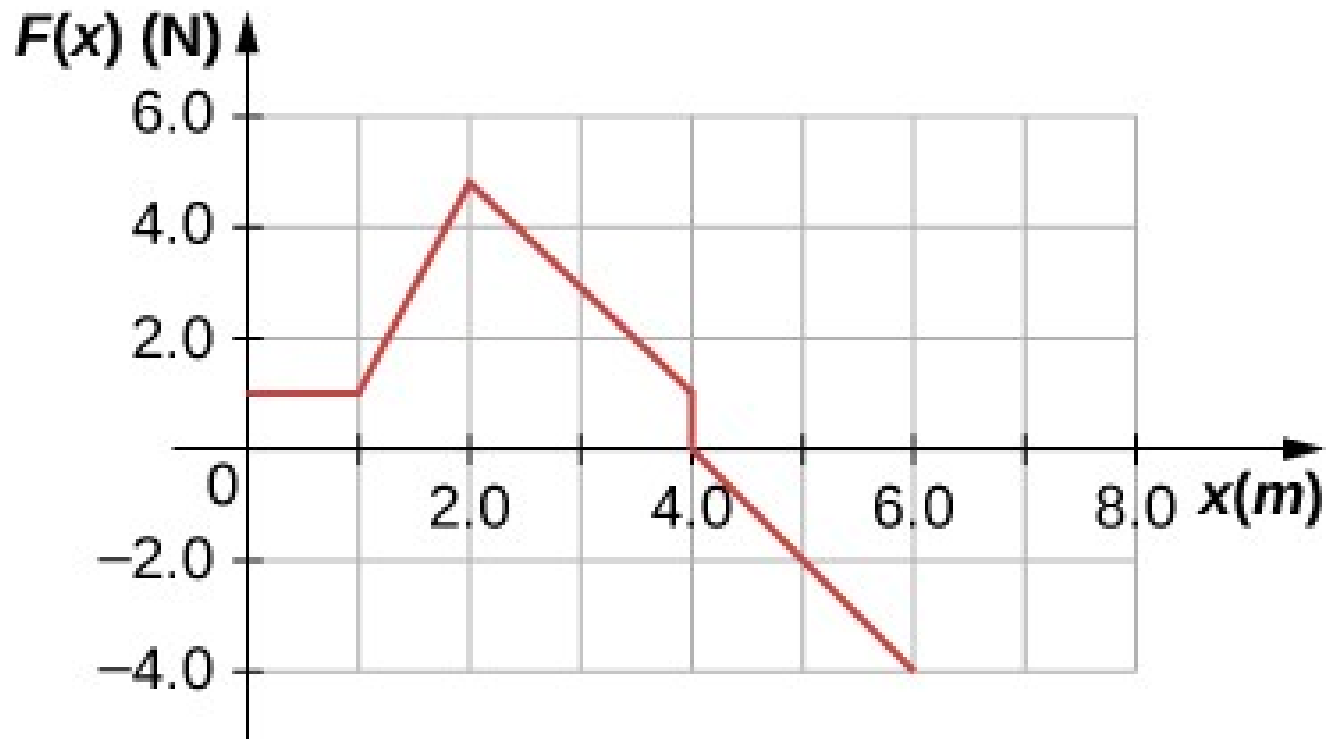
## EXERCISE 30



# EXERCISE 64



# EXERCISE 101





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