

## MOTION IN A STRAIGHT LINE

### Speed and Velocity

- The total length of the path covered by a body is the distance travelled by it.
- The difference between the initial and final position vectors of a body is called its displacement.
- Displacement is the shortest distance between the two positions and has a certain direction.
- The rate of change of distance with time is called **speed**
- The rate of change of displacement is known as **velocity**.
- relative to the object / point taken as reference
- The rate of change of the relative position of an object with respect to the other object is known as the **relative velocity** of that object with respect to the other
- The relative velocity of B with respect to A will be  $v_b - v_a$

### Acceleration

- The acceleration is defined as time rate of change of velocity.
- Acceleration is a vector quantity and its SI unit is  $\text{ms}^{-2}$ .

### Average Velocity

- The average velocity of an object is defined as the displacement per unit time

$$\bar{v} = \frac{\text{displacement}}{\text{time taken}} = \frac{x_2 - x_1}{t_2 - t_1}$$

### Average acceleration

$$(\bar{a}) = \frac{\text{Final velocity} - \text{Initial velocity}}{\text{time taken}}$$

The decrease in the rate of change of velocity is **retardation**

- The average speed of an object is obtained by dividing the total distance travelled by the total time taken:

$$= \frac{\text{Total distance travelled}}{\text{total time taken}}$$

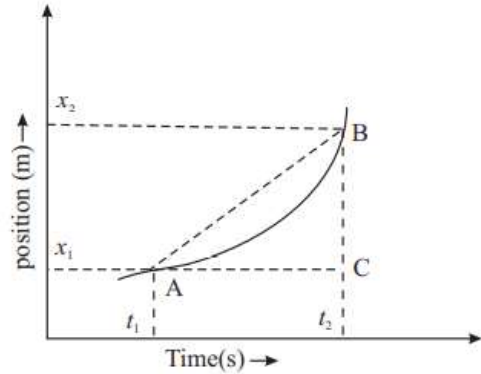
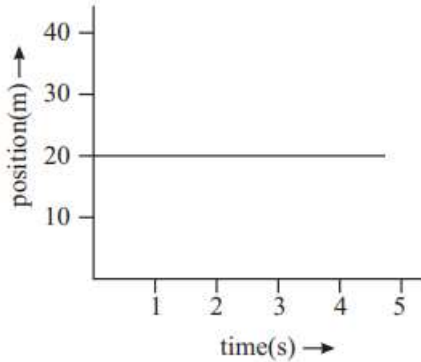
### Position - Time Graph

- The different positions and corresponding times can be plotted on a graph giving us a certain curve. Such a curve is known as position-time curve.
- The time is represented along x-axis whereas the position of the body is represented along y-axis.

### Relative Velocity

- The relative velocity of an object with respect to another object is the rate at which it changes its position relative to the object / point

- A motion in which the velocity of the moving object is constant is known as uniform motion.



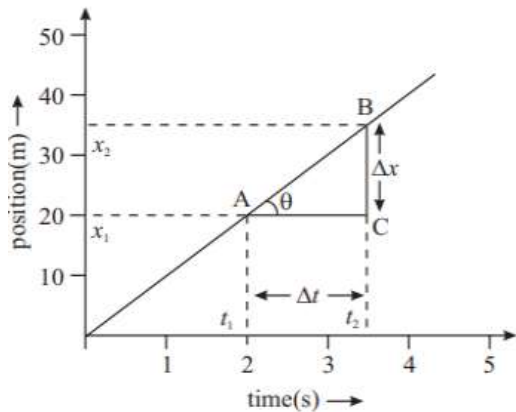
### Velocity from position - time graph

#### Instantaneous velocity

- The velocity of the particle at any instant of time or at some point of its path is called its instantaneous velocity.

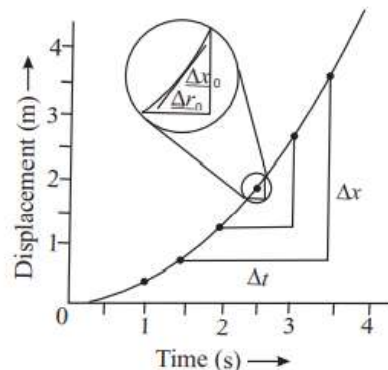
$$v = \frac{\Delta x}{\Delta t}$$

- The slope  $(\Delta x/\Delta t)$  of a line tangent to the curve at that point gives the instantaneous velocity.



### Position-Time Graph for Non-Uniform Motion

- The distances covered in equal intervals of time are not equal. Such a motion is said to be non-uniform motion.
- If the distances covered in successive intervals are increasing, the motion is said to be accelerated motion.

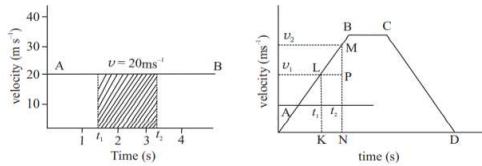


### Velocity - Time Graph

#### Velocity-Time Graph for Uniform Motion

- In uniform motion the velocity of the body remains constant, i.e., there is no

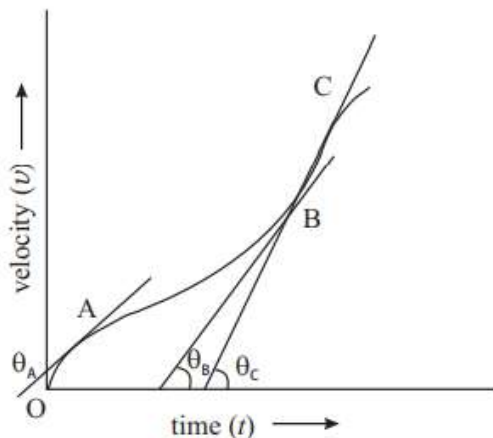
change in the velocity with time.



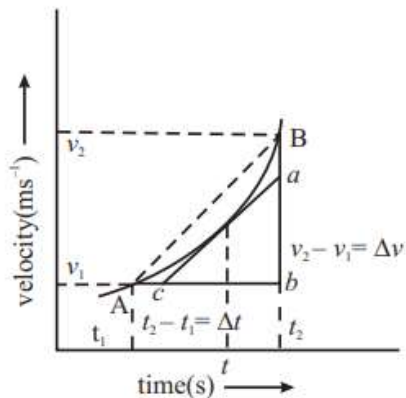
### Velocity-Time Graph for Non-Uniform Motion

The average acceleration of the body is given by

$$\begin{aligned} \bar{a} &= \frac{v_2 - v_1}{t_2 - t_1} = \frac{\Delta v}{\Delta t} \\ &= \text{slope of the straight line} \end{aligned}$$



Determination of the distance travelled by the body



S = area of trapezium

$$= (1/2) \times (v_1 + v_2) \times (t_2 - t_1)$$

### Determination of the acceleration of the body

Average acceleration =  $\frac{\Delta v}{\Delta t}$  = slope of the tangent

### Equations of Motion

#### First Equation of Uniformly Accelerated Motion

$$\begin{aligned} (\bar{a}) &= \frac{\text{Final velocity} - \text{Initial velocity}}{\text{time taken}} \\ &= \frac{v_2 - v_1}{t_2 - t_1} \\ a &= \frac{v - v_0}{t} \end{aligned}$$

$$V = v_0 + at$$

#### Second Equation of Uniformly Accelerated Motion

Distance travelled = area under v-t graph  
= Area of trapezium

$$x - x_0 = \frac{1}{2}(v + v_0)t$$

$$\text{Since } V = v_0 + at$$

$$x = x_0 + v_0t + \frac{1}{2}at^2$$

#### Third Equation of Uniformly Accelerated Motion

$$x - x_0 = \frac{1}{2}(v + v_0)t$$

$$x - x_0 = \frac{1}{2}(v + v_0)(v - v_0)$$

$$V^2 = v_0^2 + 2a(x - x_0)$$

### Motion under Gravity

The free fall of a body towards the earth is one of the most common examples of motion with constant acceleration.

$$V = v_0 + gt$$

$$x = x_0 + v_0t + \frac{1}{2}gt^2$$

$$V^2 = v_0^2 + 2g(x - x_0)$$

### CHECK YOURSELF

- Slope of position time graph represents for uniform motion.
    - Uniform Velocity
    - Distance
    - Acceleration
    - None of these
  - A car runs at a constant speed of a circular track of radius 200 meter. Taking 62.8 second on each lap. Find the average velocity
    - 0
    - $20\text{ms}^{-1}$
    - $10\text{ms}^{-1}$
    - $30\text{ms}^{-1}$
  - The area under v-t graph gives the
    - Displacement
    - Velocity
    - Acceleration
    - Time
  - The ratio of the displacement of an object to the time interval is known as
    - Average velocity
    - Speed
    - Acceleration
    - Distance
  - Slope of velocity time graph represents
    - Speed
    - Distance
    - Acceleration
    - None of above
- Which speed is measured by the speedometer of your scooter?
  - What is the numerical ratio of velocity to speed of an object?
  - Derive expression for equation of Motion by v-t graph.
  - Give the difference between distance and displacement.
  - A bus travels a distance A to B at a speed of 40 km/h and returns to A at a speed of 30km/h.
    - What is the average speed for the whole journey?
    - What is average velocity?

### Answer to Check yourself

1A) 2A) 3A) 4A) 5C)

### STRETCH YOURSELF