

CHUKA



UNIVERSITY

UNIVERSITY EXAMINATIONS

**EXAMINATION FOR THE AWARD OF DEGREE
OF BACHELOR OF SCIENCE (COMPUTER SCIENCE) BSC (COMPUTER
APPLICATION), BACHELOR OF EDUCATION (SCIENCE)**

PHYS 112/110: MECHANICS I

STREAMS: BSC (SCI), BSC (COMP.SCI), BSC (COMP APPLICATIONS), B.ED (SCI)

TIME: 2 HOURS

DAY/DATE: WEDNESDAY 17/12/2014

11.30 A.M – 1.30 P.M.

Instructions: Answer question ONE and any other TWO questions

QUESTION ONE

- (a) State the three Newton's equation laws of motion. [3 marks]
- (b) State the three Kepler's laws of a planetary motion. [3 marks]
- (c) What is a geostationary satellite? State three applications of it. [2 marks]
- (d) Starting with a particle in circular motion in a circle of radius r , derive the equations of motion for circular motion. [6 marks]
- (e) Distinguish between elastic and inelastic collisions giving the governing equations governing each of them. [4 marks]
- (f) What is a field force? Give three salient features of a field force. [4 marks]
- (g) Using a practical example, give two main features of a vector product of the vectors. [3 marks]
- (h) Differentiate between gravitational field and gravitational potential giving the equations and units of each. [4 marks]
- (i) What is a scalar quantity? Give an example. [1 mark]

QUESTION TWO

- (a) A jetliner flies east for 600 km, then turns 30° towards the south and flies another 300 km.
- How far is the plane from its starting point?
 - In what direction could the plane have flown directly to the same destination?
 - If the jet liner flew at a constant speed of 400kmh^{-1} , how long did the trip take?
 - Moving at the same speed, how long would the direct flight have taken?
- [12 marks]
- (b) The coefficient of static friction between a brick and a wooden board is 0.4 and the coefficient of kinetic friction between the brick and the board is 0.3. You place the brick on the board and slowly lift one end of the board off the ground until the brick starts to slide down the board.
- What angle does the board make with the ground when the brick starts to slide?
 - What is the acceleration of the brick as it slides down the board? [8 marks]

QUESTION THREE

- (a) Vector \vec{b} has magnitude 7.1 and direction 14° below $+x$ axis. Vector \vec{c} has x component $c_x = -1.8$ and y component $c_y = -6.7$. Compute
- The x and y components of \vec{b}
 - The magnitude and direction of \vec{c}
 - The magnitude and direction of $\vec{c} + \vec{b}$ [8 marks]
- (b) A motorist driving a 1200 kg car on level ground accelerates from 20ms^{-1} to 30ms^{-1} in a time of 5 seconds. Neglecting friction and air resistance, determine the average mechanical power in watts the engine must supply during this time interval. [6 marks]
- (c) A 6 kg object is at rest in a perfectly frictionless surface when it is struck head on by 2 kg object moving at 10ms^{-1} if the collision is perfectly elastic, what is the speed of the 6 kg object after the collision? [6 marks]

QUESTION FOUR

- (a) A 100g ball collides elastically with a 300g ball that is at rest. If the 100g ball was travelling in the positive x direction at 5ms^{-1} before the collision, what are the velocities of the two balls after the collision? [10 marks]
- (b) Two identical pucks are on an air table. Puck A has an initial velocity of 2ms^{-1} in the +ve x direction. Puck B is at rest. Puck A collides elastically with puck B and A moves off at 1ms^{-1} at an angle of 60° above the x axis. What is the speed and direction of puck B after the collision? [10 marks]

QUESTION FIVE

(a) If $\vec{u} = s \left[\cos\left(\frac{3\pi}{4}\right)\tilde{i} + \sin\left(\frac{3\pi}{4}\right)\tilde{j} \right]$

And $\vec{v} = 2 \left[\cos\left(\frac{2\pi}{3}\right)\tilde{i} + \sin\left(\frac{2\pi}{3}\right)\tilde{j} \right]$

Find (i) $\vec{u} \cdot \vec{v}$

(ii) $\vec{u} \times \vec{v}$

(iii) The angle between the vectors.

[10 marks]

(b) If $\vec{A} = 3\tilde{c} + 4\tilde{i}$

And $\vec{B} = -2\tilde{i} + 3\tilde{j}$

Find (i) $\vec{A} \times \vec{B}$

(ii) \tilde{G} – The angle between \vec{A} and \vec{B}

(iii) \tilde{u} – The unit vector of the resultant vector of the cross product

[10 marks]