

Halliday ♦ Resnick ♦ Walker

**FUNDAMENTALS OF PHYSICS  
SIXTH EDITION**

Selected Solutions

Chapter 2

2.7

2.35

2.47

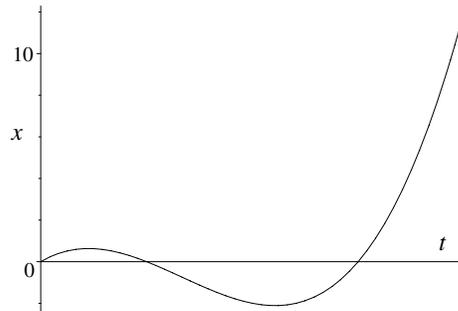
7. Using  $x = 3t - 4t^2 + t^3$  with SI units understood is efficient (and is the approach we will use), but if we wished to make the units explicit we would write  $x = (3 \text{ m/s})t - (4 \text{ m/s}^2)t^2 + (1 \text{ m/s}^3)t^3$ . We will quote our answers to one or two significant figures, and not try to follow the significant figure rules rigorously.

- (a) Plugging in  $t = 1$  s yields  $x = 0$ . With  $t = 2$  s we get  $x = -2$  m. Similarly,  $t = 3$  s yields  $x = 0$  and  $t = 4$  s yields  $x = 12$  m. For later reference, we also note that the position at  $t = 0$  is  $x = 0$ .
- (b) The position at  $t = 0$  is subtracted from the position at  $t = 4$  s to find the displacement  $\Delta x = 12$  m.
- (c) The position at  $t = 2$  s is subtracted from the position at  $t = 4$  s to give the displacement  $\Delta x = 14$  m. Eq. 2-2, then, leads to

$$v_{\text{avg}} = \frac{\Delta x}{\Delta t} = \frac{14}{2} = 7 \text{ m/s} .$$

- (d) The horizontal axis is  $0 \leq t \leq 4$  with SI units understood.

Not shown is a straight line drawn from the point at  $(t, x) = (2, -2)$  to the highest point shown (at  $t = 4$  s) which would represent the answer for part (c).



35. The acceleration is constant and we may use the equations in Table 2-1.

- (a) Taking the first point as coordinate origin and time to be zero when the car is there, we apply Eq. 2-17 (with SI units understood):

$$x = \frac{1}{2}(v + v_0)t = \frac{1}{2}(15 + v_0)(6) .$$

With  $x = 60.0$  m (which takes the direction of motion as the  $+x$  direction) we solve for the initial velocity:  $v_0 = 5.00$  m/s.

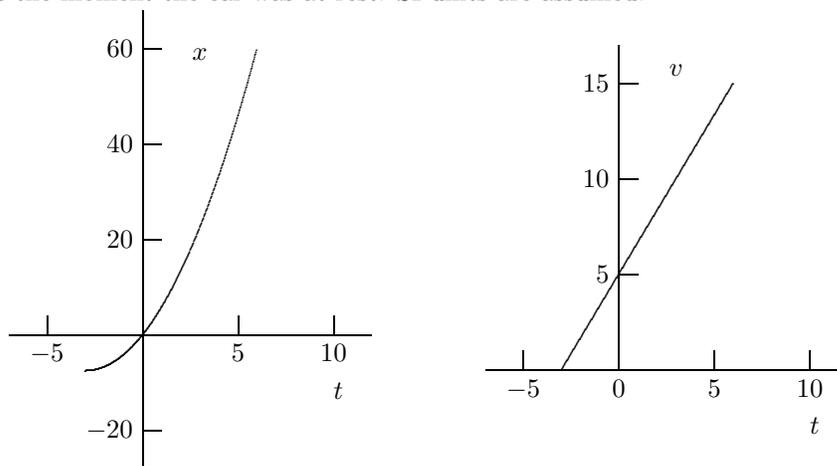
- (b) Substituting  $v = 15$  m/s,  $v_0 = 5$  m/s and  $t = 6$  s into  $a = (v - v_0)/t$  (Eq. 2-11), we find  $a = 1.67$  m/s<sup>2</sup>.  
(c) Substituting  $v = 0$  in  $v^2 = v_0^2 + 2ax$  and solving for  $x$ , we obtain

$$x = -\frac{v_0^2}{2a} = -\frac{5^2}{2(1.67)} = -7.50 \text{ m} .$$

- (d) The graphs require computing the time when  $v = 0$ , in which case, we use  $v = v_0 + at' = 0$ . Thus,

$$t' = \frac{-v_0}{a} = \frac{-5}{1.67} = -3.0 \text{ s}$$

indicates the moment the car was at rest. SI units are assumed.



47. We neglect air resistance, which justifies setting  $a = -g = -9.8 \text{ m/s}^2$  (taking *down* as the  $-y$  direction) for the duration of the motion. We are allowed to use Table 2-1 (with  $\Delta y$  replacing  $\Delta x$ ) because this is constant acceleration motion. The ground level is taken to correspond to the origin of the  $y$  axis.

(a) Using  $y = v_0 t - \frac{1}{2}gt^2$ , with  $y = 0.544 \text{ m}$  and  $t = 0.200 \text{ s}$ , we find

$$v_0 = \frac{y + \frac{1}{2}gt^2}{t} = \frac{0.544 + \frac{1}{2}(9.8)(0.200)^2}{0.200} = 3.70 \text{ m/s} .$$

(b) The velocity at  $y = 0.544 \text{ m}$  is

$$v = v_0 - gt = 3.70 - (9.8)(0.200) = 1.74 \text{ m/s} .$$

(c) Using  $v^2 = v_0^2 - 2gy$  (with different values for  $y$  and  $v$  than before), we solve for the value of  $y$  corresponding to maximum height (where  $v = 0$ ).

$$y = \frac{v_0^2}{2g} = \frac{3.7^2}{2(9.8)} = 0.698 \text{ m} .$$

Thus, the armadillo goes  $0.698 - 0.544 = 0.154 \text{ m}$  higher.