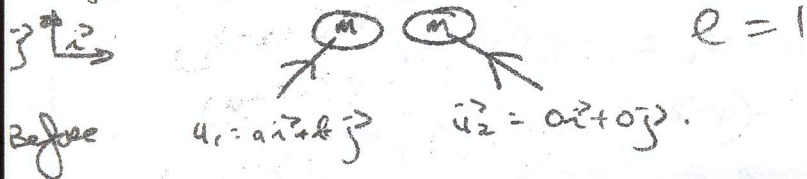


1972

G3. Laws [Notes]

Smoothness  $\Rightarrow$   $\vec{v}$  cpts of speed remain unchanged.

After  $\vec{v}_1 = c\vec{i} + b\vec{j}$  .  $\vec{v}_2 = x\vec{i} + 0\vec{j}$



P.C.M. ( $\vec{i}$  dir<sup>n</sup>)  $\Rightarrow$

$ma + m0 = mC + mx$   
 $\boxed{a = C + x}$     (1)

NLR : ( $\vec{i}$  dir<sup>n</sup>)  $\Rightarrow$

$x - C = -1 (0 - a)$   
 $\boxed{x - C = a}$     (2)

(1) + (2)  $\Rightarrow$   $x - C = C + x$

$\Rightarrow -2C = 0$

$\Rightarrow$

$\boxed{C = 0}$

(2)  $\Rightarrow$

$\boxed{x = a}$

So  $\vec{v}_1$  is  $0\vec{i} + b\vec{j}$  and  $\vec{v}_2 = a\vec{i} + 0\vec{j}$ .

$\vec{v}_1$  is obviously  $\perp$  to  $\vec{v}_2$ .

// OR  $\vec{v}_1 \cdot \vec{v}_2 = (0\vec{i} + b\vec{j}) \cdot (a\vec{i} + 0\vec{j})$   
 $= 0 \cdot a + b \cdot 0$   
 $= 0$  //

$\Delta KE$  :

KE before =  $\frac{1}{2} m(a^2 + b^2) + \frac{1}{2} m0^2$   
 KE after =  $\frac{1}{2} m(0^2 + b^2) + \frac{1}{2} (m)(a^2 + 0^2)$   
 $= \frac{1}{2} m(a^2 + b^2)$

$\Rightarrow \Delta KE = 0$     good.