

## Motion in a straight line.

**Objects in motion :-** An object is said to be in motion if its position changes with respect to the surroundings.

**Rest and Motion are relative terms :-** A person sitting in a moving train is at rest with respect to fellow passengers but is in motion with respect to objects outside the train.

**Point object -** An object is said to be a point object if it changes its position by distances which are much greater than its size.

**Frame of reference :-** The object with respect to which the rest or motion of an object is described.

**Inertial frame of reference -** a frame of reference which is at rest or moving with constant velocity along a straight line.

Eg. a parked car,

**Non inertial frame of reference -** A frame of reference which is accelerated is called non-inertial frame of reference.

Eg. accelerating car,

**Distinguish between distance and displacement.**

distance

1. actual path length of a moving object.

displacement.

1. shortest distance from initial position to final position.

1. Scalar

3. distance of a moving object is positive.

4. Distance cannot be less than displacement.

Speed - rate of change of distance is speed.

S.I. unit  $\rightarrow$  m/s. CGS unit  $\rightarrow$  cm/s.

Dimension  $[M^0 L^1 T^{-1}]$

speed =  $\frac{\text{distance}}{\text{time}}$ . It is a scalar.

Uniform speed :- An object is said to be in uniform speed if it covers equal distances in equal intervals of time, how ever small these intervals may be.

Average speed - it is the ratio of the total distance to total time of a moving object.

Average speed is calculated when the speed of a moving object changes.

$$V_{\text{av}} = \frac{\text{Total distance}}{\text{Total time}}$$

Instantaneous speed.- The speed of an object at an instant of time is called instantaneous speed.

$$V_{\text{instantaneous}} = \frac{dx}{dt}$$

$$1 \text{ km/hr} = \frac{5}{18} \text{ m/s}$$

2. vector

3. magnitude of displacement can be negative or positive.

4. displacement  $\leq$  distance.

Unit - m Dimension -  $M^0 L^1 T^0$

Uniform motion:- A body is said to be in uniform motion if it travels along a straight line and covers equal distances in equal intervals of time.

Non-uniform motion:- An object is said to be in non-uniform motion if it covers unequal distances in equal intervals of time.

Velocity:- rate of change of displacement.

S.I. unit  $\rightarrow$  m/s      dimension -  $LT^{-1}$ .

vector quantity

uniform velocity:- A body is said to move with uniform velocity if it covers equal displacements in equal intervals of time.

Average velocity:- is the ratio of total displacement with total time.

$$\text{Average vel.} = \frac{\text{Tot. displacement}}{\text{Total time.}}$$

Instantaneous velocity:- it is the velocity of a particle at any instant of time.

$$v_{\text{instantaneous}} = \lim_{\Delta t \rightarrow 0} \frac{\Delta x}{\Delta t} = \frac{dx}{dt}.$$

(derivative of displacement w.r.t. time).

Acceleration (a)

It is the rate of change of velocity

$$a = \frac{v - u}{t}$$

S.I. unit is  $m/s^2$ . Vector.

Dimension -  $M^0 L T^{-2}$

$v$  - final velocity,  $u$  → initial velocity &  
 $t$  → time.

### Uniform acceleration

If an object travels along a straight line and its velocity increases in equal amounts in equal intervals of time.

Instantaneous acceleration - is the acceleration at any instant of time.

$$a = \frac{dv}{dt} = \frac{d(dx/dt)}{dt} = \frac{d^2x}{dt^2}.$$

### Average acceleration

Average acceleration =  $\frac{\text{Total change in vel.}}{\text{total time}}$ .

$$\vec{a} = \frac{\Delta \vec{v}}{\Delta t}.$$

\* If the velocity reduces with increase of time the body is said to be retarded or decelerated.

\* The average acceleration of an object is equal to instantaneous acceleration if the body is in uniform acceleration.

\* Average speed of an object is equal to its average velocity if the body travels along a straight line.

\* Average speed of an object is equal to the instantaneous speed if the body is in uniform motion.