



Average velocity and displacement worksheet answers

By the end of this section, you'll be able to set the location, offset, and distance traveled. Calculate the total offset given the displacement and time spent. When you're on the move, the key questions you need to ask are: Where are you? Where are you going? How fast are you going to get there? The answers to these guestions require you to specify your location, shift, and average speed—the terms we set in this section. To describe the animation of an object, you must first be able to describe its position in relation to a convenient reference framework. A reference box is an arbitrary set of axes that describe the position of the rocket relative to Earth as a whole, while the position of a cyclist could be described based on where it is located in relation to the buildings it passes through (Figure). In other cases, we use the plane, not Earth, as a reference frame. To describe the location of an object subjected to one-dimensional motion, we often use the variable x. Later in the chapter, during the discussion of free fall, we use the variable y. Figure 3.2 These cyclists in Vietnam can be described by their position, or shifting, in a reference frame. (credit: Suzan Black) This change in position is called a offset. Word offset means that an object can be located, the offset gives the change in position along that line. Since the shift indicates direction, it is a vector and can be either positive or negative, depending on the choice of positive direction. Also, a motion resolution can have multiple shifts are 2 m and [latex] -4 [/latex] m, respectively. Figure 3.3 A teacher walks left and right while giving lectures. Its position in relation to the Earth is given by x. The +2.0 m displacement of the relative to Earth is represented by an arrow pointing to the right. Offset [latex] \text{D}x={x}_{0}, [/latex] is the change in the position of an object: [latex] \text{D}x={x}_{0}, [/latex] is the change in the position of an object: [latex] \text{D}x={x}_{0}, [/latex] is the change in the position of an object: [latex] \text{D}x={x}_{0}, [/latex] is offset, [latex] is of the original position. We use the capital Greek letter delta (D) to mean change in any quantity that follows it. Thus, [latex] \text{D}x [/latex] position {x}_{0} [/latex] po displacement is the meter, but sometimes we use kilometers or other units of length. Note that when units other than counters are used in a problem, you may need to convert them to counters to complete the calculation (see Conversion factors). Objects in motion can also have a number of shifts. In the previous example of the pacing teacher, the individual shifts are 2 m and [latex] -4 [/latex] m, giving an overall displacement of -2 m. We define the total offset [latex] \text{D}{\text{D}} (text{D}{x}_{text}) (text{D {i} [/latex] are the individual shifts. In the previous example, [latex] \text{D}{x}_{1}={x}_{1}-{x}_{0}=2-0=2\,\text{m.} [/latex] Similarly, [latex] \text{D}{x}_{2}={x}_{2}-{x}_{1}=-2-(2)=-4\,\text{m.} [/latex] \text{D}{x}_{1}=-2-(2)=-4\,\text{m.} [/latex] \text{m.} [/latex] \text{ calculate the size of the offset, or its size. The size of the shift is always positive. This is the absolute value of the offset because the offset is a vector and cannot have a negative size value. In our example, the size of the total displacement is 2 m, while the sizes of the individual shifts are 2 m and 4 m. The size of the total displacement should not be confused with the distance travelled. The distance travelled [latex] {x}_{text{Total}=[\text{D}{x}_{1}[|| text{D}{x}_{1}[|| text{D}{x}_{1 physical quantities in the kinematic we must enter the variable The time variable allows us not only to indicate where the object (its position) is during its movement, also how fast it moves. The speed of movement of an object is given by the rate at which the position changes over time. For each [latex] location {x} {text{i}} [/latex], we assign a specific time [latex] {t]_{text{i}} [/latex]. If the details of the animation at each moment are not important, the rate is usually expressed as the average speed [latex] \exceed{\text{-}}{v} [/latex]. This vector quantity is simply the total displacement between two points is called elapsed [latex] \text{D}t [/latex]. Average speed If [latex] {x}_{1} [/latex] and [latex] {x}_{2} [/latex] are the positions of an object from time to time [latex] {t}_{1} [/latex] and [latex] {t}_{2} [/latex] and [latex] {x}_{1} [/latex] and [latex] {t}_{2} [/latex] and [latex] {t}_{2} [/latex] and [latex] {t}_{1} [/latex] and [latex] {t}_{2} [/latex] and [late $\left[\frac{1}{t} \right] = \frac{1}{t} =$ the [latex] 0.5 [/ latex] kilometers and 9 minutes later she runs out of flyers and has to reminisce about her steps back to her house to get more. This takes an additional 9 minutes. After taking more leaflets, she starts again on the same path, continuing from where she left off, and ends up 1.0 km from her house. This third leg of her journey takes [latex] 15 [/ latex] minutes. At this point she turns back towards her house, heading west. After [latex] 1.75 [/latex] kilometers and [latex] 25 [/ latex] minutes stops to rest? What is the size of the final shift? What's the average speed throughout her trip? What is the total distance travelled? Make a chart of the location relative to time. A sketch of Jill's movements appears in (Figure). Figure 3.4 Timeline of Jill's movements. Strategy The problem contains data on the different strands of Jill's movements. Strategy The problem contains data on the different strands of Jill's movements appears in (Figure). has passed. We're going east to be the positive direction. From this information we can find the overall displacement and the average Jill's house is the starting point [latex] {x}_{0} [/latex] two columns, and the shifts are calculated in the third column. Time ti (min) Location [latex] {x}_{1} [/latex] (km) Offset [latex] \text{D}{x} {0}=0 [/latex] [latex] {t} {1}=0.5 [/latex] [latex] {t} {1}=0.5 [/latex] [latex] {t} {3}=33 [/latex] [latex] {t} {3}=33 [/latex] [latex] {t} {3}=33 [/latex] [latex] {t} {1}=0.5 [/latex] [latex] {t} {3}=33 [/latex] [latex] {t} {3}=33 [/latex] [latex] {t} {1}=0.5 [/latex] [latex] {t} {3}=33 [/latex] [latex] {t} {3}=33 [/latex] [latex] {t} {1}=0.5 [/latex] [latex] {t} {1}=0 $x_{3}=1.0$ [/latex] [latex] \text{ $\Delta_{x}_{3}=1.75$ [/latex] [latex] $x_{3}=1.75$ [/latex] [latex] $x_{4}=0.75$ [/latex] [latex] [latex] $x_{4}=0.75$ [/latex] [latex] $x_{4}=0.75$ [/latex] [latex] [latex] $x_{4}=0.75$ [/latex] [latex] [latex] $x_{4}=0.75$ [/latex] [latex] [l someone were to walk west on the [latex] 0.013 [/latex] km/min starting at the same time as Jill left her house, they would both get to the final stop at the same time. Note that if Jill ended her journey is 3.75 km. A cyclist rides 3 km west and then turns around and rides 2km east. (a) What is its displacement? (b) What is the distance travelled? c) What is the distance traveled? c) What is the dist motion. Offset is the change in the position of an object. The SI unit for displacement is the counter. The displacement has direction as well as size. The distance travelled is the total length of the journey between two positions. Time is measured in terms of change. The time between two position points {x} {1} [/latex] and [latex] {x} {2} [/latex] is [latex] \text{D}t={t} {2}-{t} {1} [/latex]. The elapsed time for an event is [latex] \text{D}t={t} {0} [/latex] is the original time. The initial time is often considered zero. The average [latex] speed \verset{\text{f}} [/latex] is the original time. The initial time is often considered zero. The average [latex] speed \verset{\text{f}} [/latex] is the original time. The initial time is often considered zero. The average [latex] speed \verset{\text{f}} [/latex] is the original time. The initial time is often considered zero. The average [latex] speed \verset{\text{f}} [/latex] is the last hour and [latex] {t} {0} [/latex] is the original time. $t_{1}[/|atex]$ and $[|atex] {x}_{2}, {t}_{2}[/|atex]$ are two location times, the average speed between these points is $[|atex] \v=\frac{1}{t}_{1}. [/|atex]$ Specify each quantity specifically in your example. Under what conditions does the distance equal offset size? What is the only case in which the size of the offset and displacement is exactly the same? Bacteria move back and forth using their flag which look like short queues). Speeds of up to 50 µm/s (50 × 10-6 m/s) have been observed. The total distance travelled by a bacterium is large for its size, while its displacement is small. Why are you doing this? Give an example of a device used to measure time and determine which change on that device indicates a change in time. Does a car's mileage meter measure the distance travelled or the displacement during the interval? Examine a coordinate system in which the positive x-axis is directed up vertically. What are the positions of a particle (a) 5.0 m just above the origin and (b) 2.0 m below the origin? A car is located 2.0 km west of a traffic light at t = 0 and 5.0 km east. a) What are the car's position vectors in these two times? b) What is the displacement of the car between 0 min and 6.0 min? The Shanghai maglev train connects Longyang Road to Pudong International Airport, a distance of 8 minutes. What is the average of 8 minutes. What is the average speed of the Maglev train? The position of a particle moving along the x-axis is given by [latex] x(t)=4.0-2.0t [/latex] m. (a) At what time does the particle cross the origin? (b) What is the particle offset between [latex] \text{t}=3.0\,\text{s}? [/latex] and [latex] \text{t}=6.0\,\text{s}? [/latex] and [latex] \text{s}? [/latex] and [latex] and [late (b) What is its average speed? On February 15, 2013, a hyperbole meteor (brighter than the Sun) entered the Earth's atmosphere above Chelyabinsk, Russia, and explosion wave from the explosion blew up the windows in the buildings. The blast wave took about 2 minutes and 30 seconds to reach ground level. (a) What was the average speed of the explosion wave? b) Compare this to the position of the object distance travelled the total length of the path travelled between positions where the difference between the end time and the start time has elapsed movingly the description of an object in a specific temporal total offset the sum of individual shifts over a given period of time

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