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Conserving Angular Momentum

CXX TI

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When the torque doesn't change, the angular momentum is conserved in a system.

Therefore, if the radius changes, the speed of the object changes accordingly.

Applications: orbiting planets, figure skaters







- In a closed system, where no external forces are applied, then three* types of collisions can occur.
- 1) Elastic collision results in objects bouncing off of one another.
- 2) Inelastic collision results in objects sticking together.
- 3) Explosion objects are motionless, and an internal force pushes them apart.

Example	
In a	a serious accident, two cars hit head-on. Car 1 has a mass of 1500 kg and was traveling at a speed of 32 m/s. Car 2 has a mass of 2000 kg and was traveling at a speed of - 21 m/s.
a)	What is the momentum of each car before the collision?
b)	What is the total momentum of the system before the crash?
c)	What must the total momentum be after the crash?

d) If the cars stuck together in the collision, at what speed would the wreckage travel after colliding?

Conservation of Momentum in 2D Momentum is conserved in

2D collisions as it is in 1D collisions. The difference is that the total of the initial momentum vector(s) is equal to the total of the final momentum vector(s).



Example

- A 2.0 kg ball (A) is moving at a speed of 5.0 m/s. It collides with a stationary 1.5 kg ball (B). After the collision, ball A moves off in a direction 30° to the left of its original direction. Ball B moves off in a direction 60° to the right of ball A' s original direction.
- a) Determine the initial momentum of the system.
- b) What would be the final momentum of the whole system (magnitude and direction)
- c) What is the final momentum of each ball?
- d) What is the final speed of each ball?