

SUMMARY

This course covered the two main objectives of Classical Mechanics:

- Description of motion of objects (Kinematics).
- Laws that govern the mechanical action on objects (Dynamics).

Two Physical Models

- If, during the motion, each part of object get the same displacement vector, one models the object as a "single material point".
- If, during the motion, different parts of object get different displacement vectors, one models the object as a "set of material points".

Reference frames and Units of measurements

- This course make use of "inertial Cartesian frames".
- All units of physical parameters in this course refer to International System of Units (SI system).

Two types of vector parameters to measure the "action" over an object

- One uses the vector of "force" to measure a translational action.
- One uses the vector of "torque" to measure a rotational action.

Two types of scalar parameters to measure the "inertia".

Inertia is the propriety of an object to keep its state of motion i.e. its existing velocity.

- One uses "inertial mass" or simply the "mass" to measure this propriety in translational motion.
- One uses the "inertia moment" to measure this propriety in rotational motion.

Kinematics

- Translational kinematics applies to the model of "a single material point". It makes use of parameters: time, position, displacement, velocity, acceleration, travelled distance, speed.
- Rotational kinematics applies to the model of "a single material point in rotation" or "a set of material points in rotation". It makes use of parameters: time, angle (vs. a fixed direction), angular displacement, angular velocity, angular acceleration.

Dynamics

- Translational dynamics applies to the model of "a single material point". It is based on the three Newton's laws. The main formula used is $\vec{F}_{Net} = m\vec{a}$.
- Rotational dynamics applies to the model of "a single material point in rotation" or "a set of material points in rotation". The main formula used is $\vec{\tau}_{Net} = I\vec{\alpha}$.
- One calculates the work done by a force as $W = \vec{F} * \vec{s}$ and work done by a torque as $W = \tau * \Delta\theta$.

Systems of objects

- If two or more objects interact between them one may use the concept of "system".
- One uses the energy, work, linear momentum and angular momentum to study the motion in a system.
- There are three laws that apply in case of a system:

- Mechanical Energy Conservation $\Delta E_{sys} = W_{Net}^{Ext}$. If $W_{Net}^{Ext} = 0$ then $\Delta E_{sys} = 0$
- Linear Momentum Conservation $\Delta \vec{P}_{sys} = \vec{F}_{Net}^{Ext}$. If $\vec{F}_{Net}^{Ext} = 0$ then $\Delta \vec{P}_{sys} = 0$
- Angular Momentum Conservation $\frac{d}{dt} \vec{L}_{sys} = \vec{\tau}_{Net}^{Ext}$. If $\vec{\tau}_{Net}^{Ext} = 0$ then $\Delta \vec{L}_{sys} = 0$

If there is no exterior actions on the objects of a system one says that this is an isolated system .

In the case of an isolated system, $E_{sys} = constant$; $\vec{P}_{sys} = constant$ and $\vec{L}_{sys} = constant$.