

# PRAAYAS

## JEE 2026

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Physics

COM and System of particles

Lecture - 11

Manish Singh Tak (Masti Sir)

Physics Wallah



# Topics to be covered

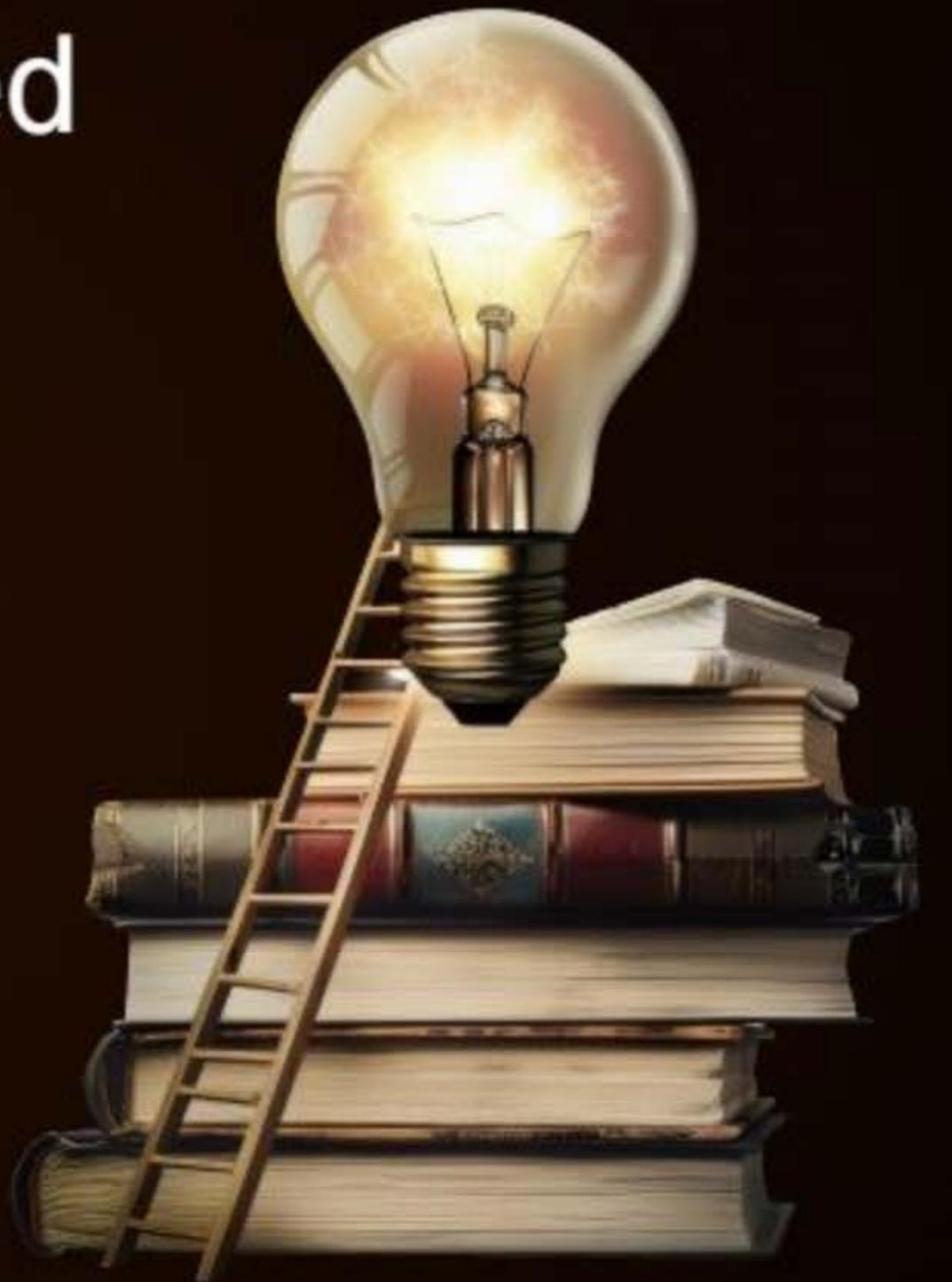
**A** Collision

**B**

**C**

**D**

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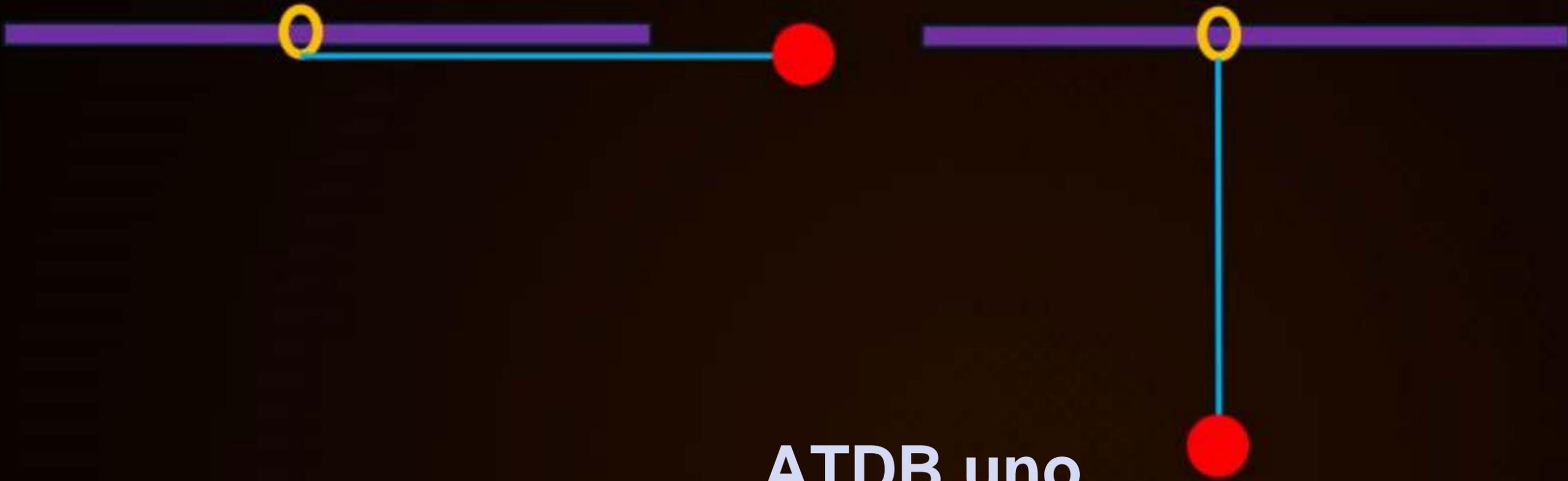


**Question - 55**

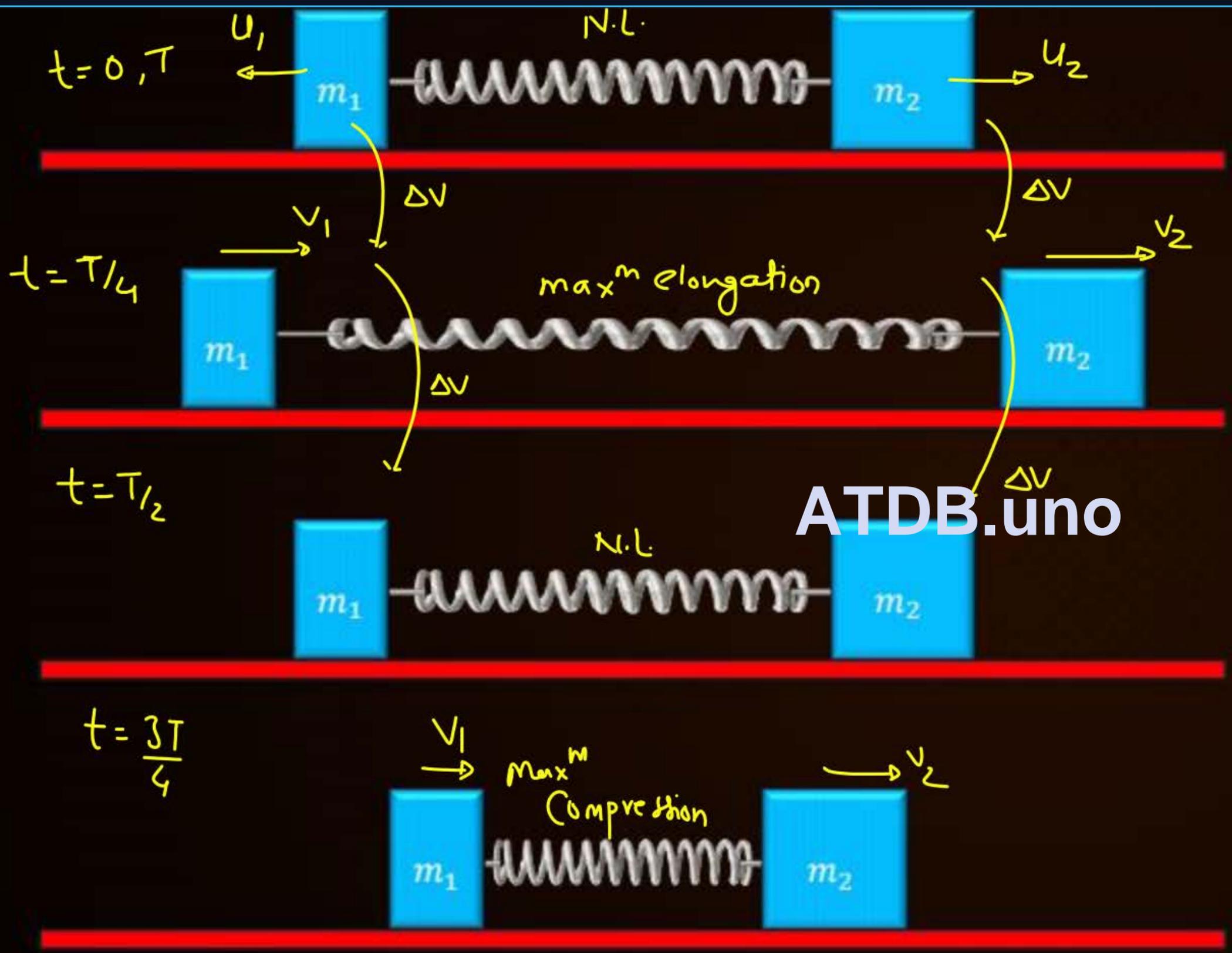
A ring of mass  $m$  and a ball of mass  $2m$  are connected with an ideal string as shown. Ring is free to move in smooth, fixed horizontal rod. System is released from rest as shown. When string becomes horizontal Find

1. Displacement of ring
2. Speed of ring
3. Tension in string





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### Oscillatory motion

1<sup>st</sup>  $f_{ext.} = 0$   
 $\vec{p}_i = \vec{p}_f$

2<sup>nd</sup>  $k_1 + U_1 = k_2 + U_2$  ( $W_{NC} = 0$ )

3<sup>rd</sup> at max<sup>m</sup> elongation or Compression  
 $\vec{v}_1 = \vec{v}_2 = \vec{v}_{cm}$

$$T = 2\pi \sqrt{\frac{\eta}{k}}$$

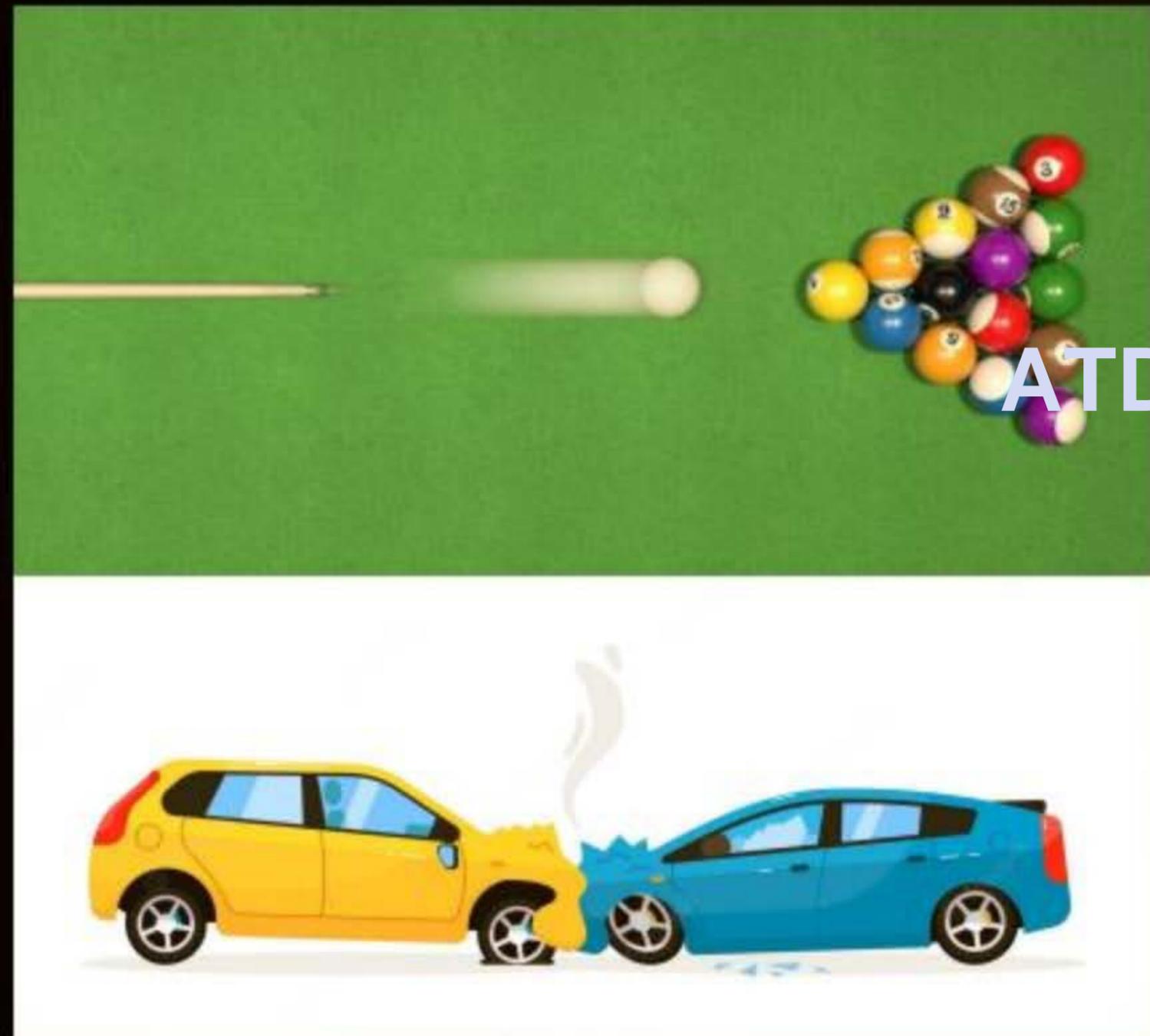
$$\eta = \frac{m_1 m_2}{m_1 + m_2}$$

# COLLISION



In Physics, a **collision** is any event in which two or more bodies exert forces on each other in a relatively very short time.

and change momentum significantly



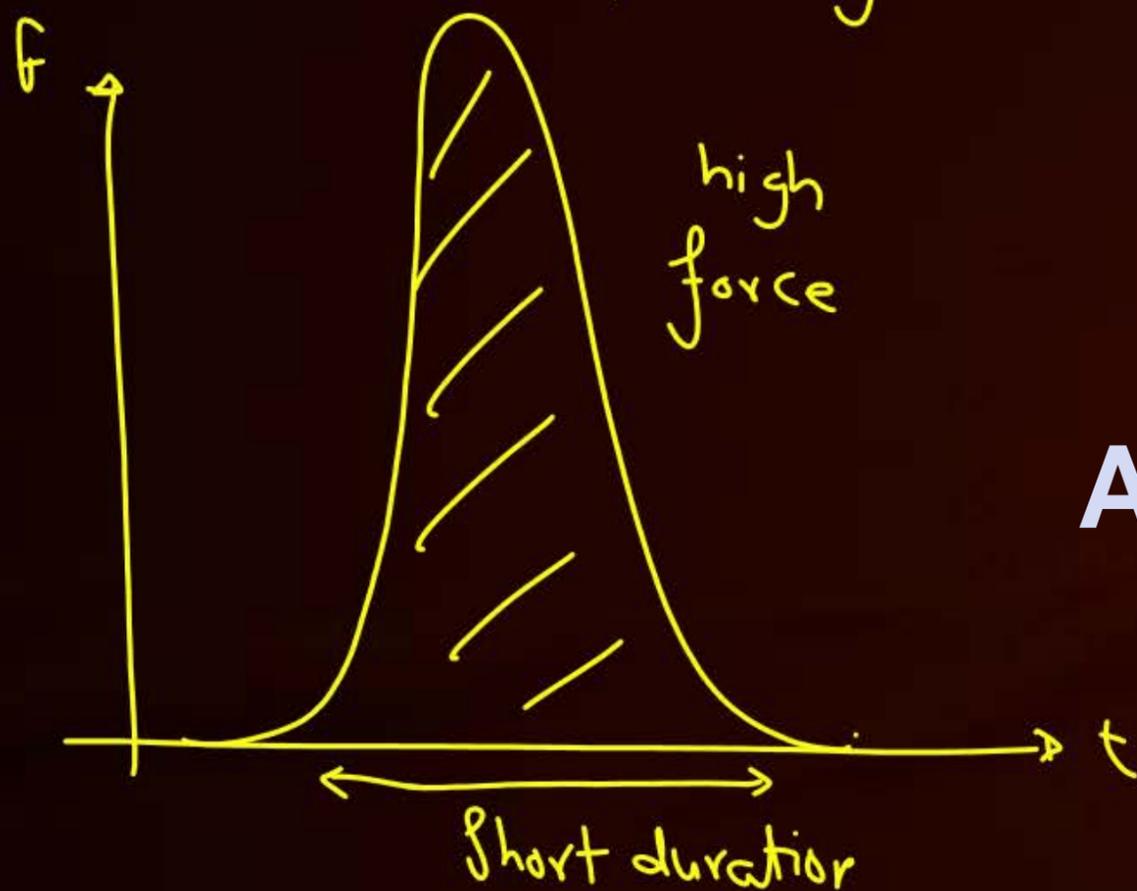
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# Impulse ( $\vec{J}$ )

$$\vec{J} = \Delta \vec{P} = \vec{P}_f - \vec{P}_i = \int \vec{F} dt = \text{Area Under Curve in } f-t \text{ Graph}$$



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# Impulsive force

Impulsive force → force which can highly change it's value in very short time. this force can significantly change momentum in very short time (Impulse and impulsive forces are entirely different terms)

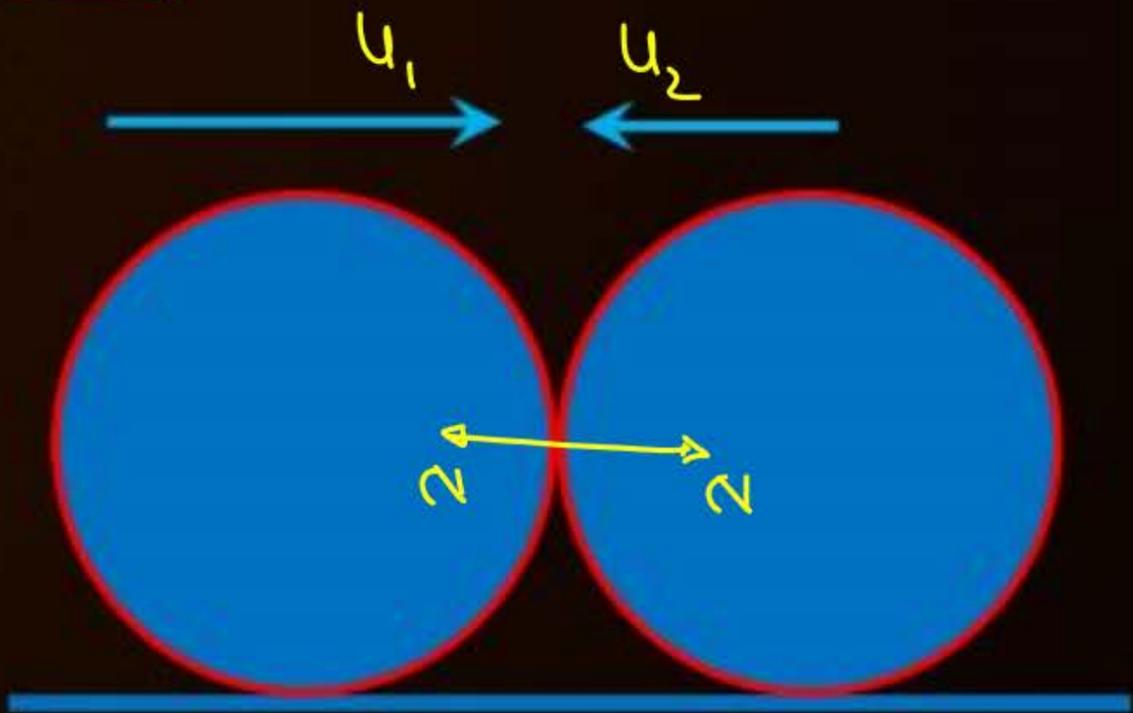
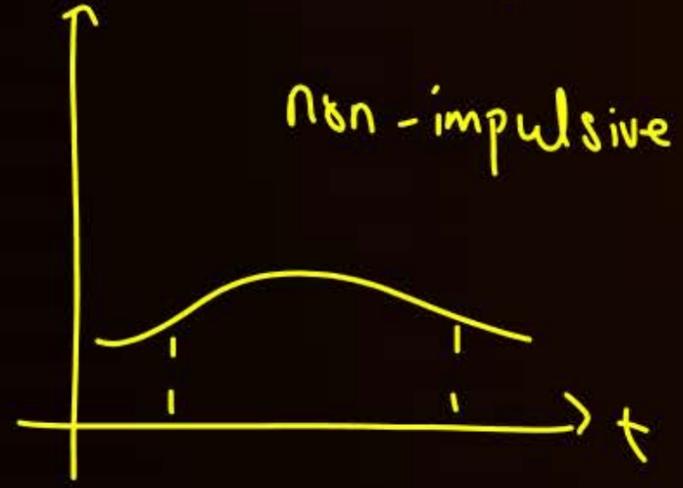
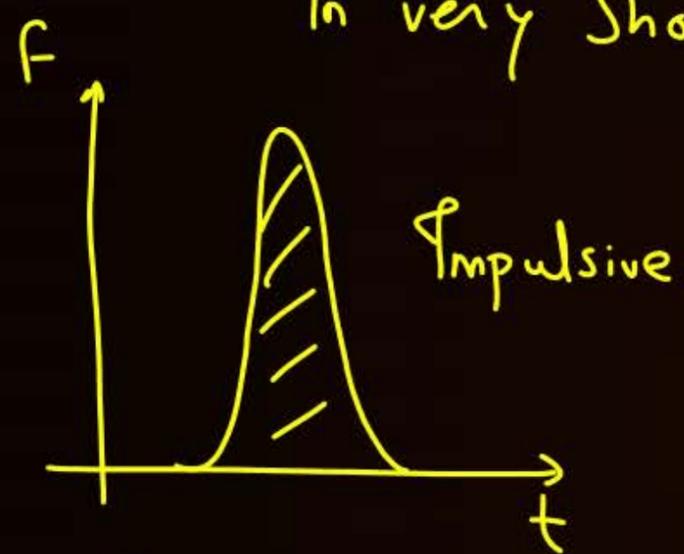
$$\vec{J} = \vec{P}_f - \vec{P}_i \quad \text{in short time or long time}$$

⇒ for collision b/w 2 solid objects

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Common Normal is impulsive

⊥ → impulsive





Impulsive force  $\rightarrow$  Normal, Tension, friction

non-impulsive force  $\rightarrow$  mg, Spring force

Short

Collision is a very <sup>short</sup> time duration event

So in Collision momentum is conserved in presence of non-impulsive forces  
(explosion) **ATDB.uno**

but can't conserve momentum in presence of impulsive forces

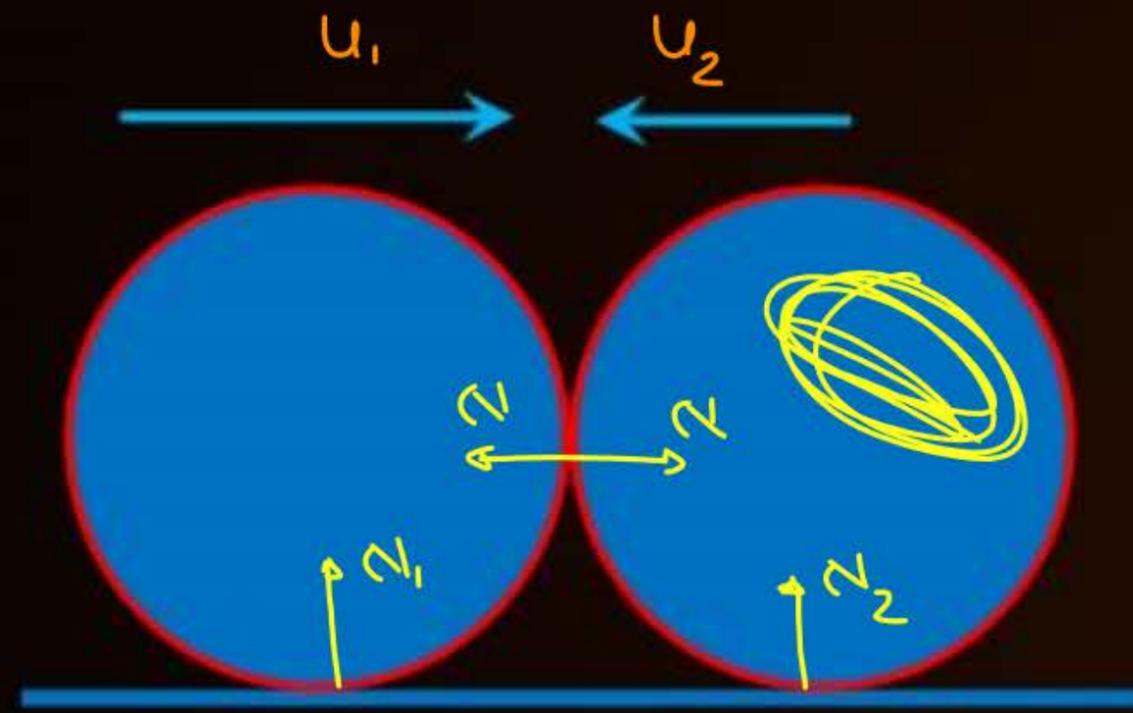
Impulsive force only can balance by another impulsive force



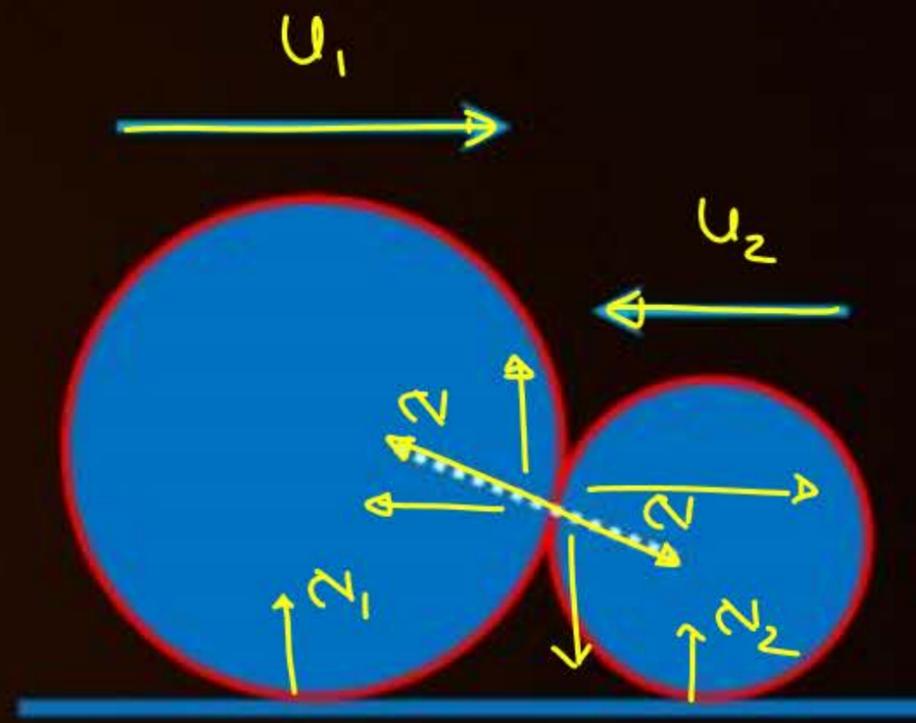
# Impulsive force

## Normal Force

:-> Common Normal b/w Colliding objects is always impulsive

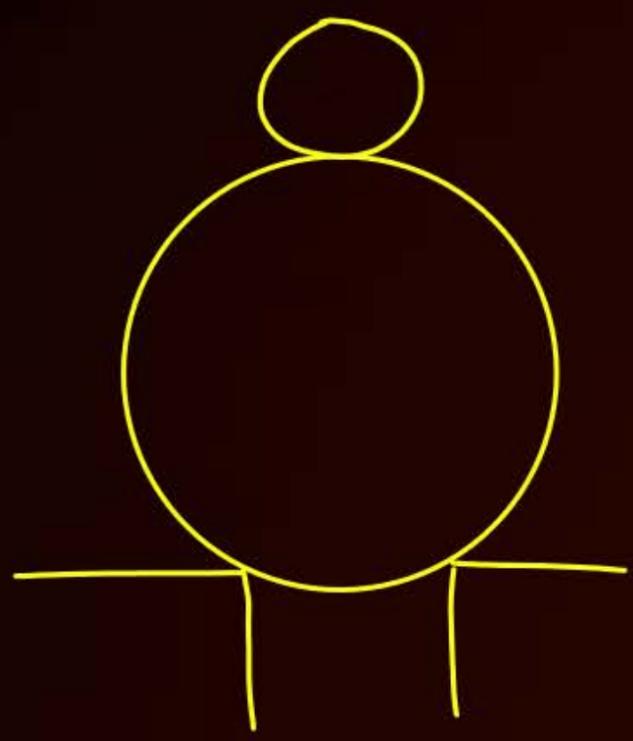


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$\vec{C} \rightarrow \vec{N}, \vec{N}_2$   
 $\vec{N} \rightarrow \vec{N}_1$

$\vec{I} \rightarrow \vec{N}$   
 $\vec{N} \rightarrow \vec{N}_1, \vec{N}_2$

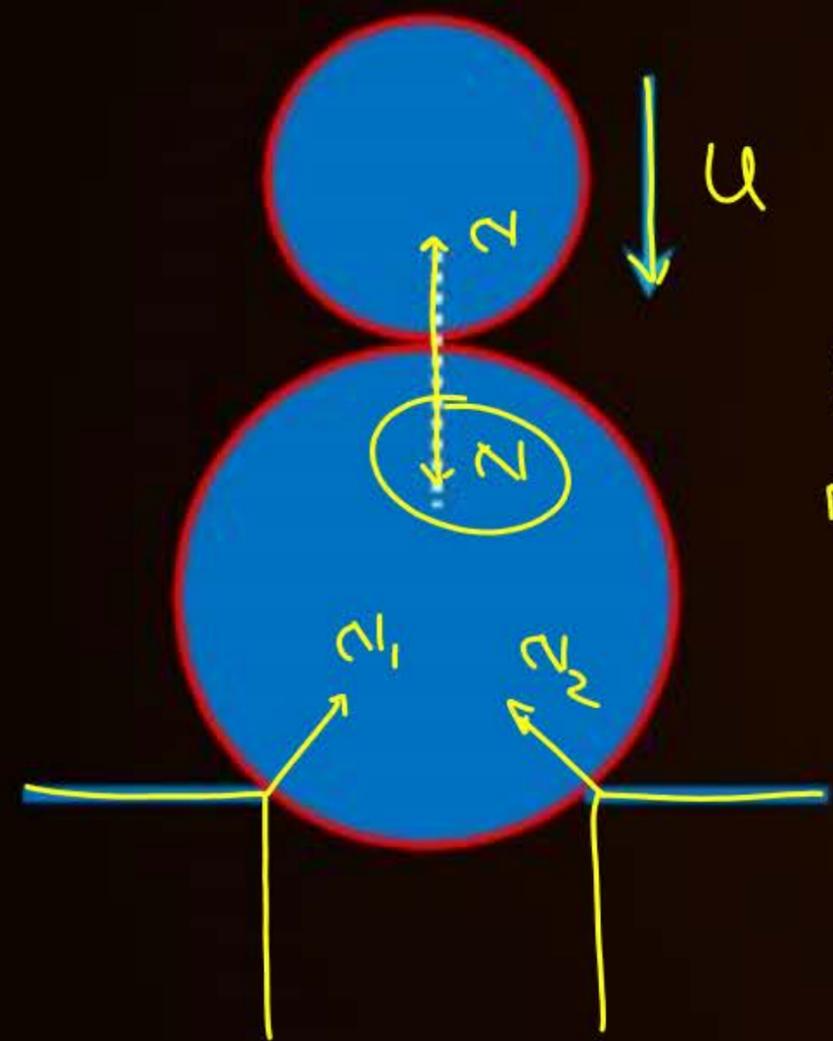


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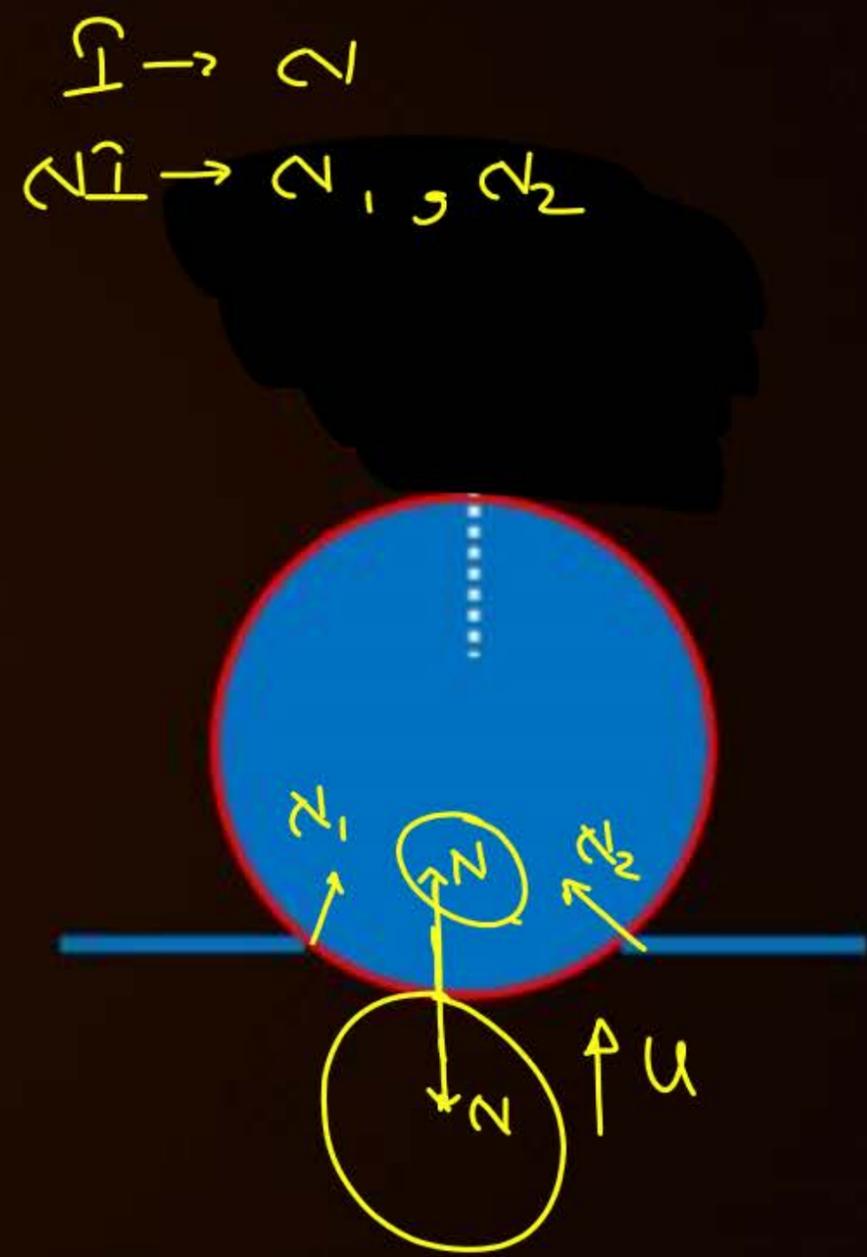


# Impulsive force

## Normal Force



$F \rightarrow N$   
 $N \rightarrow N_1, N_2$   
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# Impulsive force

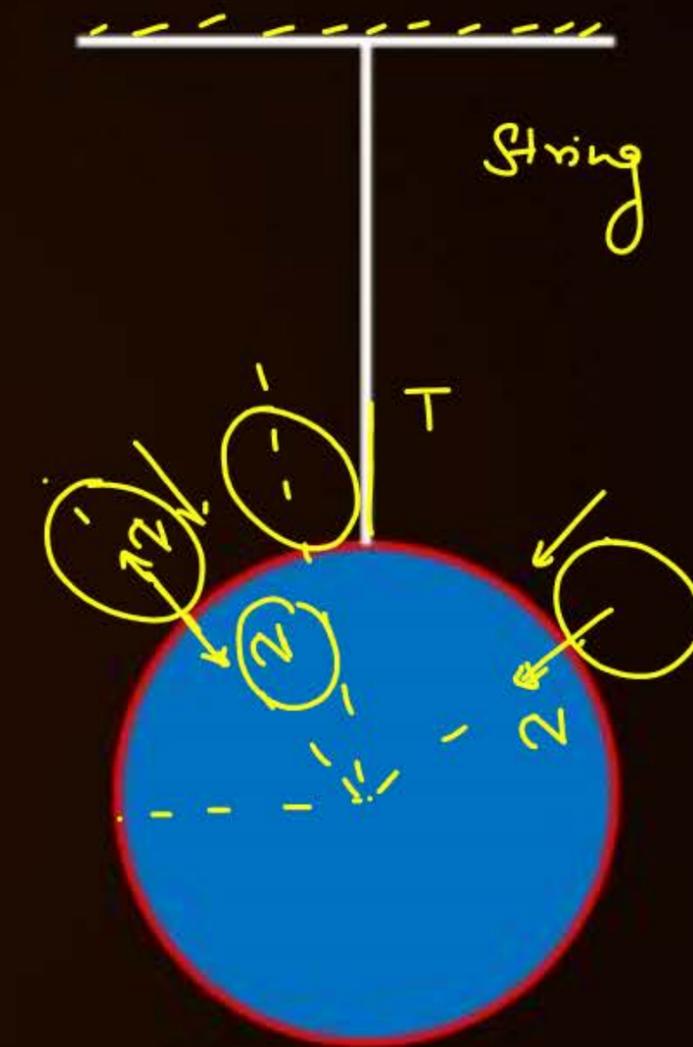


## Tension Force

$$\hat{I} \rightarrow N, T$$

$$N\hat{I} \rightarrow$$

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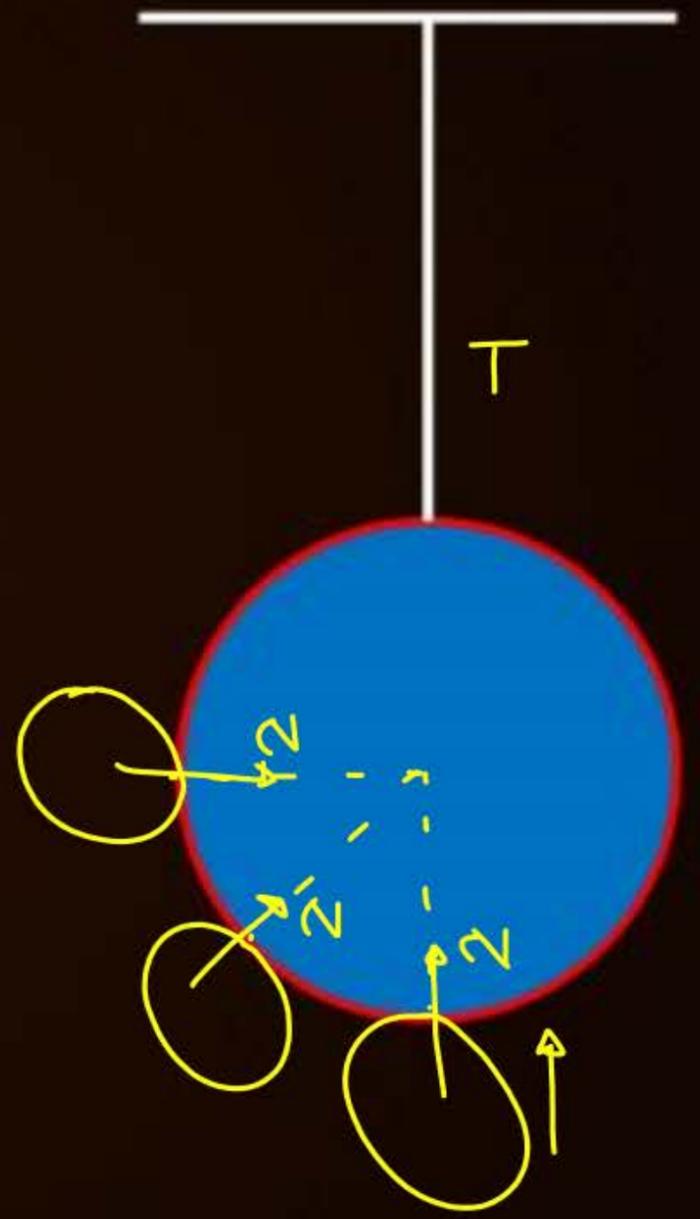
# Impulsive force



## Tension Force

$$T \rightarrow \kappa \hat{i}$$

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friction →  $f_r)_{max.} = \mu N$

friction is impulsive only when

- it's Normal is impulsive
- tendency of Relative motion or relative motion along surface

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# Impulsive force

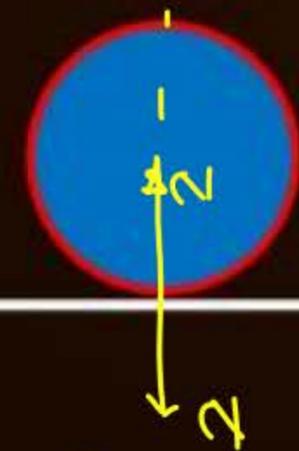
## friction Force

$\hat{N} \rightarrow \hat{i}$   
 $f_r \rightarrow$  may be impulsive

ball

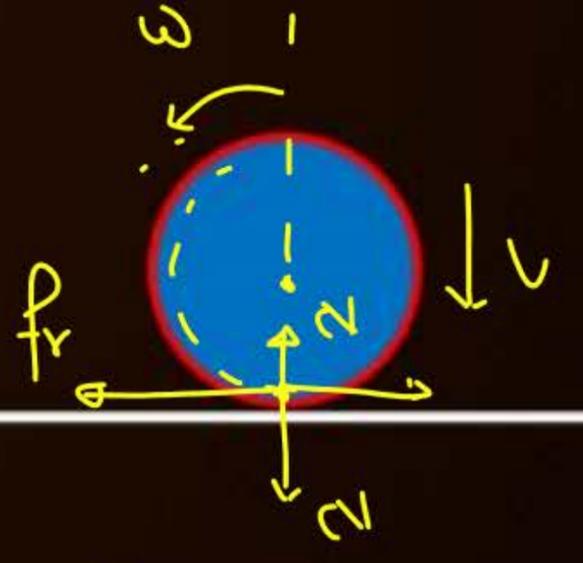
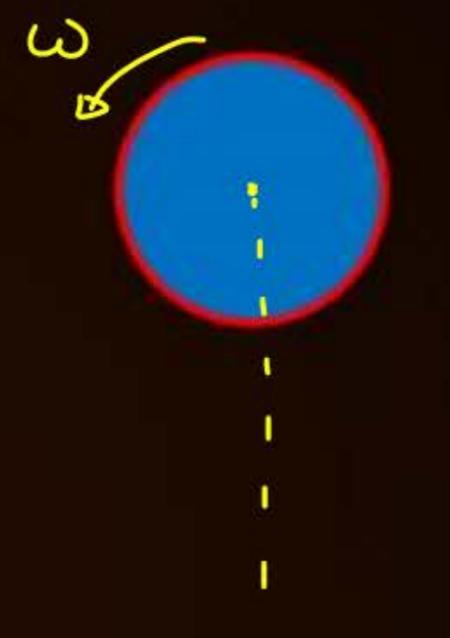


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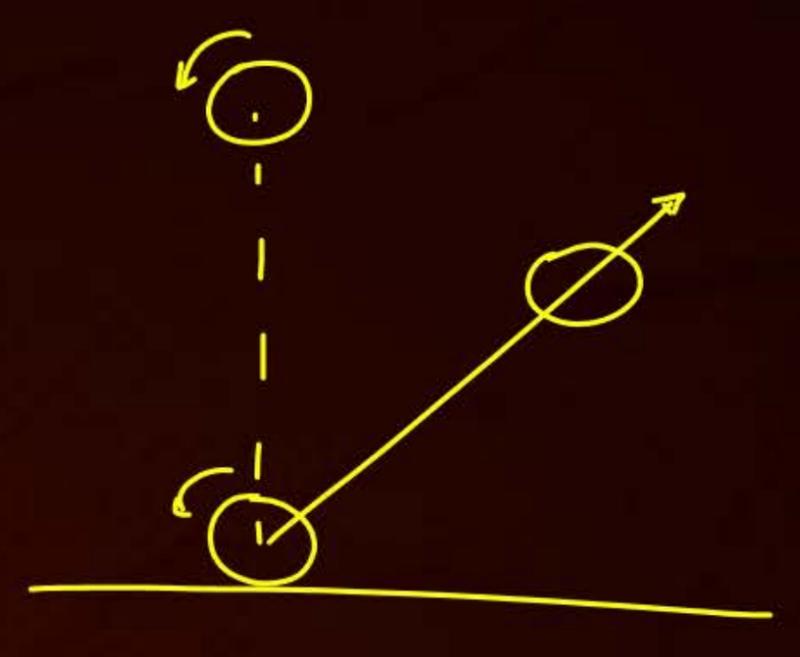


$f_r = 0 \quad (N\hat{i})$

ball



$f_r \Rightarrow \hat{i}$

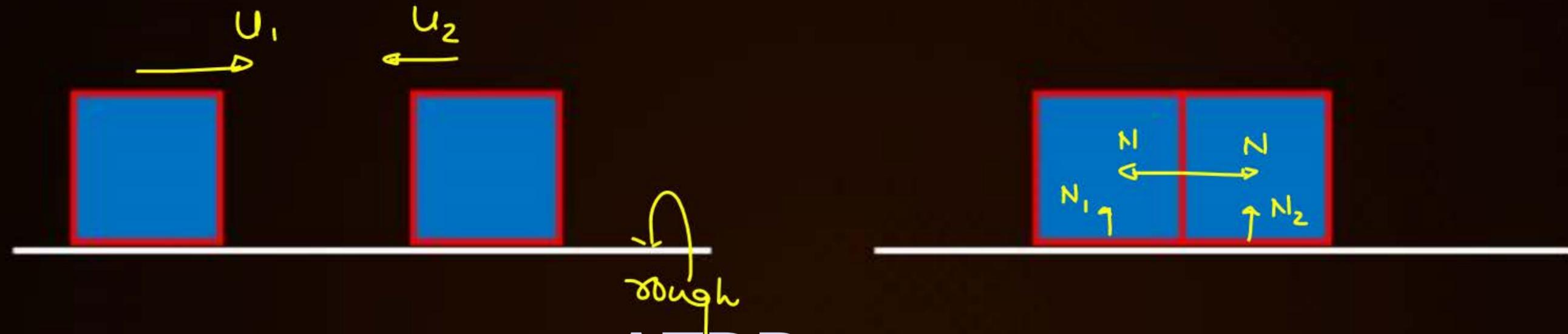


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# Impulsive force



friction Force



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$$Q \rightarrow I$$

$$N_1, N_2 \rightarrow NI$$

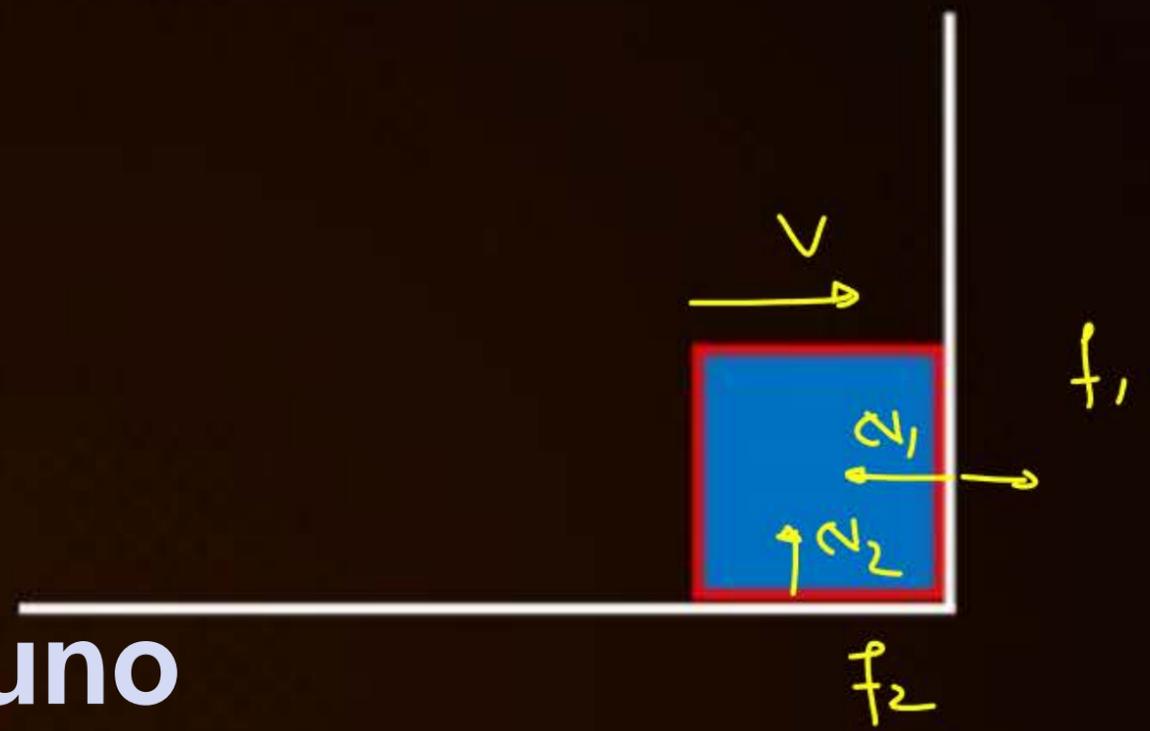
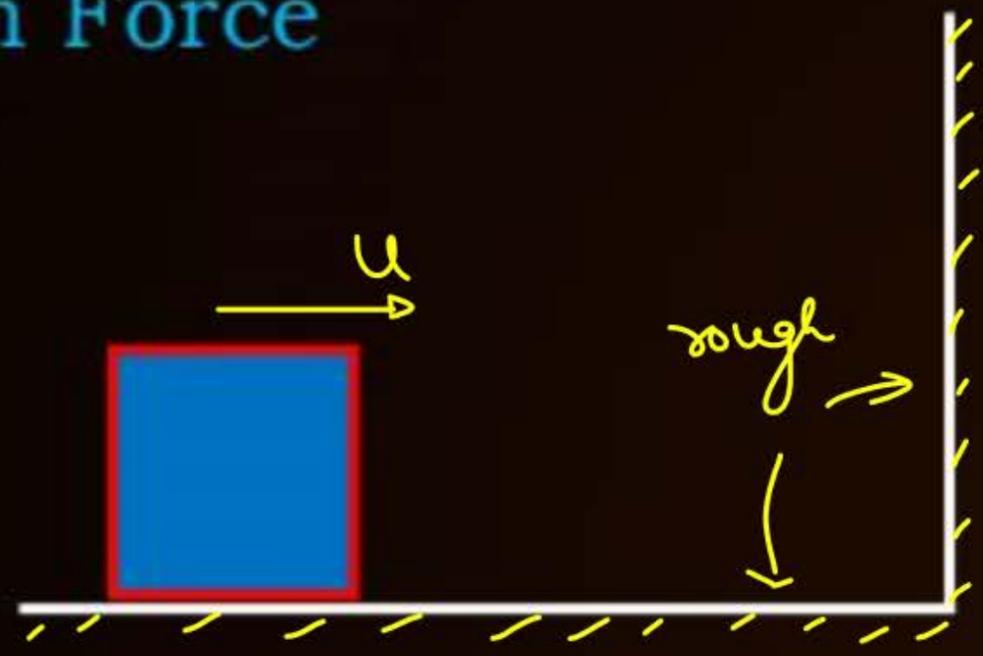
$$f_1, f_2 \rightarrow NI$$

In presence of friction, we conserve  
momentum in collision

# Impulsive force



friction Force



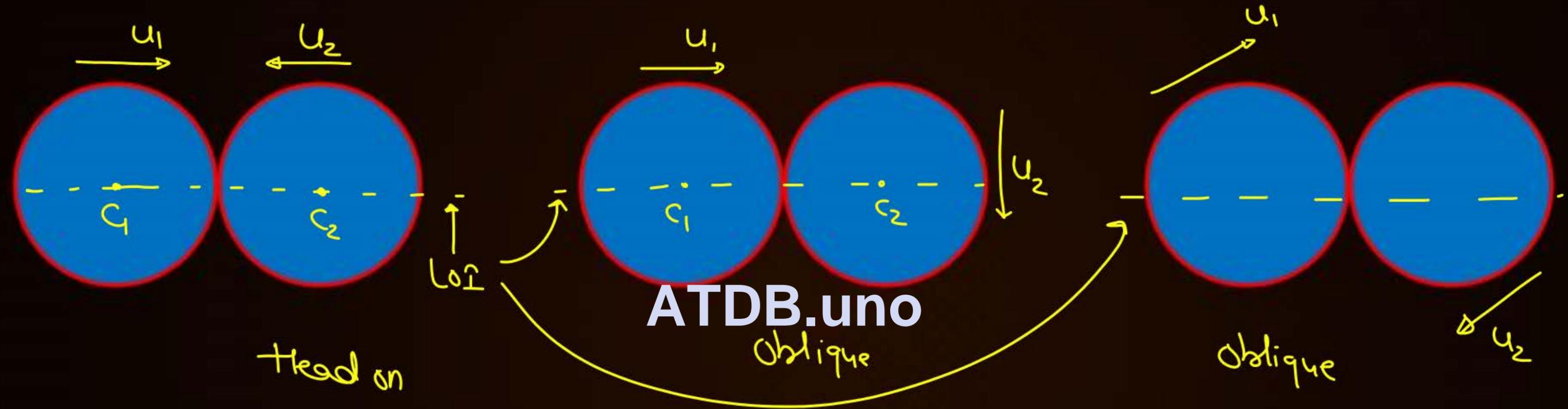
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$$\begin{array}{l}
 N_1 \rightarrow F \\
 N_2 \rightarrow N_1
 \end{array}
 \quad \Bigg| \quad
 \begin{array}{l}
 f_1 \rightarrow N_1 \quad (\text{no relative motion}) \\
 f_2 \rightarrow N_2 \quad (\text{relative motion})
 \end{array}$$

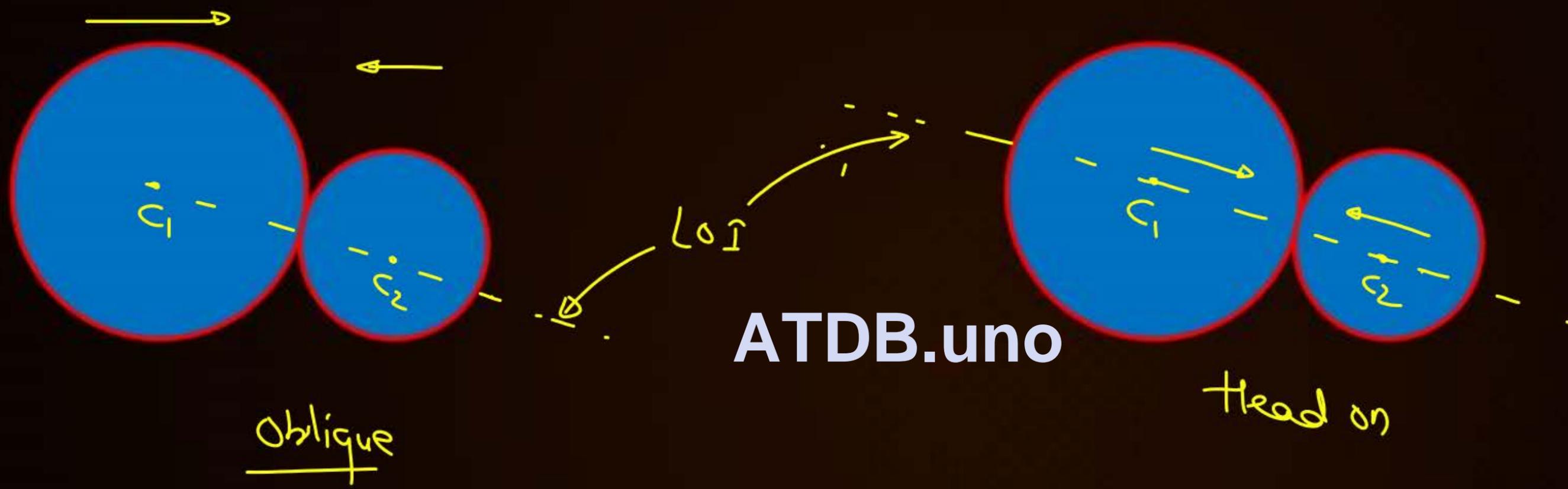


# Line of Impact (LOI)

line of impact  $\equiv$  line of Common Normal of Colliding objects



# Line of Impact (LOI)

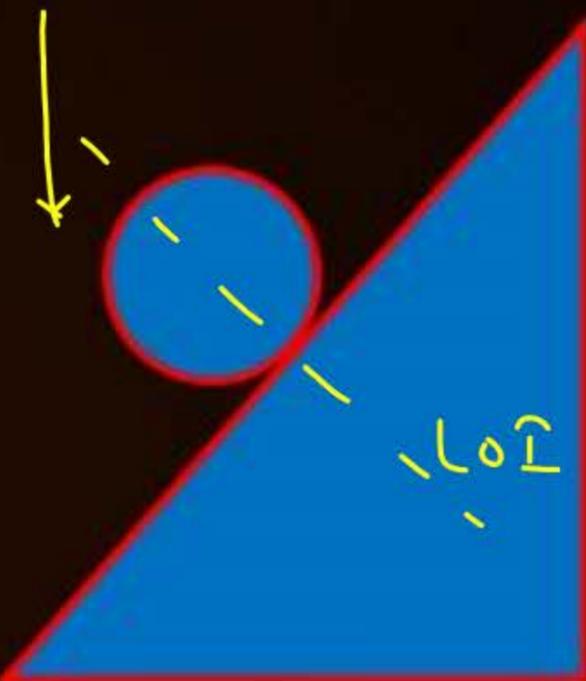
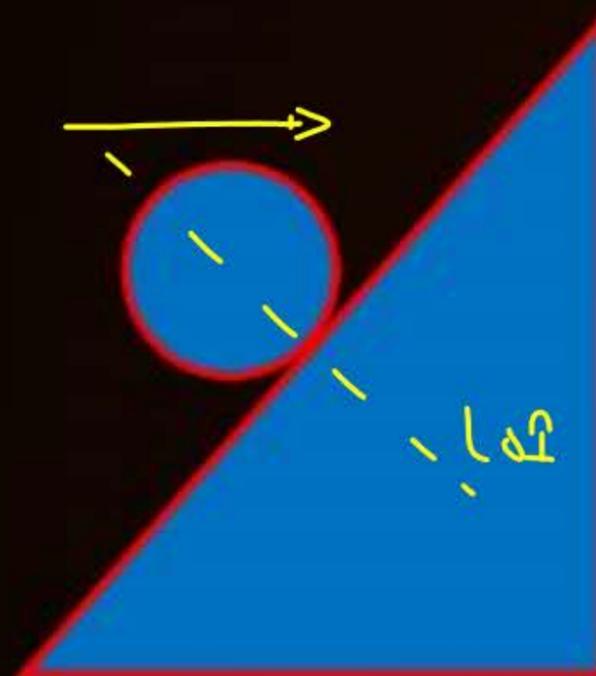


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# Line of Impact (LOI)



# Line of Impact (LOI)



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# Head On and Oblique Collision



Head on  $\rightarrow$  if motion of Colliding objects are along  $LoI$

Oblique  $\rightarrow$  if motion of Colliding objects are not along  $LoI$

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# Coefficient of restitution (e)

e → (experimental or practical data)

$$e = \frac{\text{Velocity of Separation of Collision points along LOI}}{\text{Velocity of approach of Collision points along LOI}}$$

$$e = \frac{V_{\text{sep.}}}{V_{\text{app.}}}$$

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$V_{app.} \rightarrow$  magnitude of relative velocity of Colliding objects  
along  $LoI$  before Collision

$V_{sep.} \rightarrow$  magnitude of relative velocity of Colliding objects  
along  $LoI$  after Collision

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before



$$V_{app.} = u_1 + u_2$$



$$V_{app.} = u_1 - u_2$$



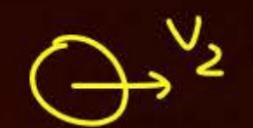
$$V_{app.} = u_2 - u_1$$

(पास जाने की कोशिश = +ive)

after



$$V_{sep.} = v_1 + v_2$$



$$V_{sep.} = v_2 - v_1$$



$$V_{sep.} = v_1 - v_2$$

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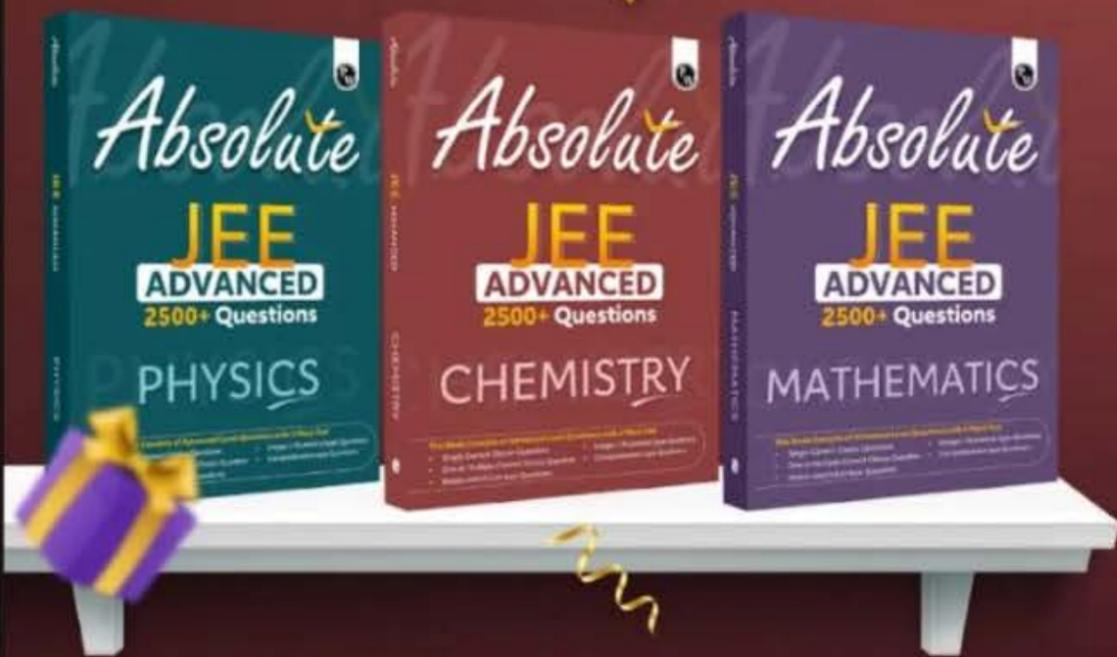
(दूर जाने की कोशिश = +ive)





TO QUALIFY FOR **GIVEAWAYS**, MAINTAIN CONSISTENT PERFORMANCE IN THE FOLLOWING FOR **ARJUNA, LAKSHYA, AND PRAYAS** BATCHES:

**GIVEAWAY**



Attendance

DPP Attempts

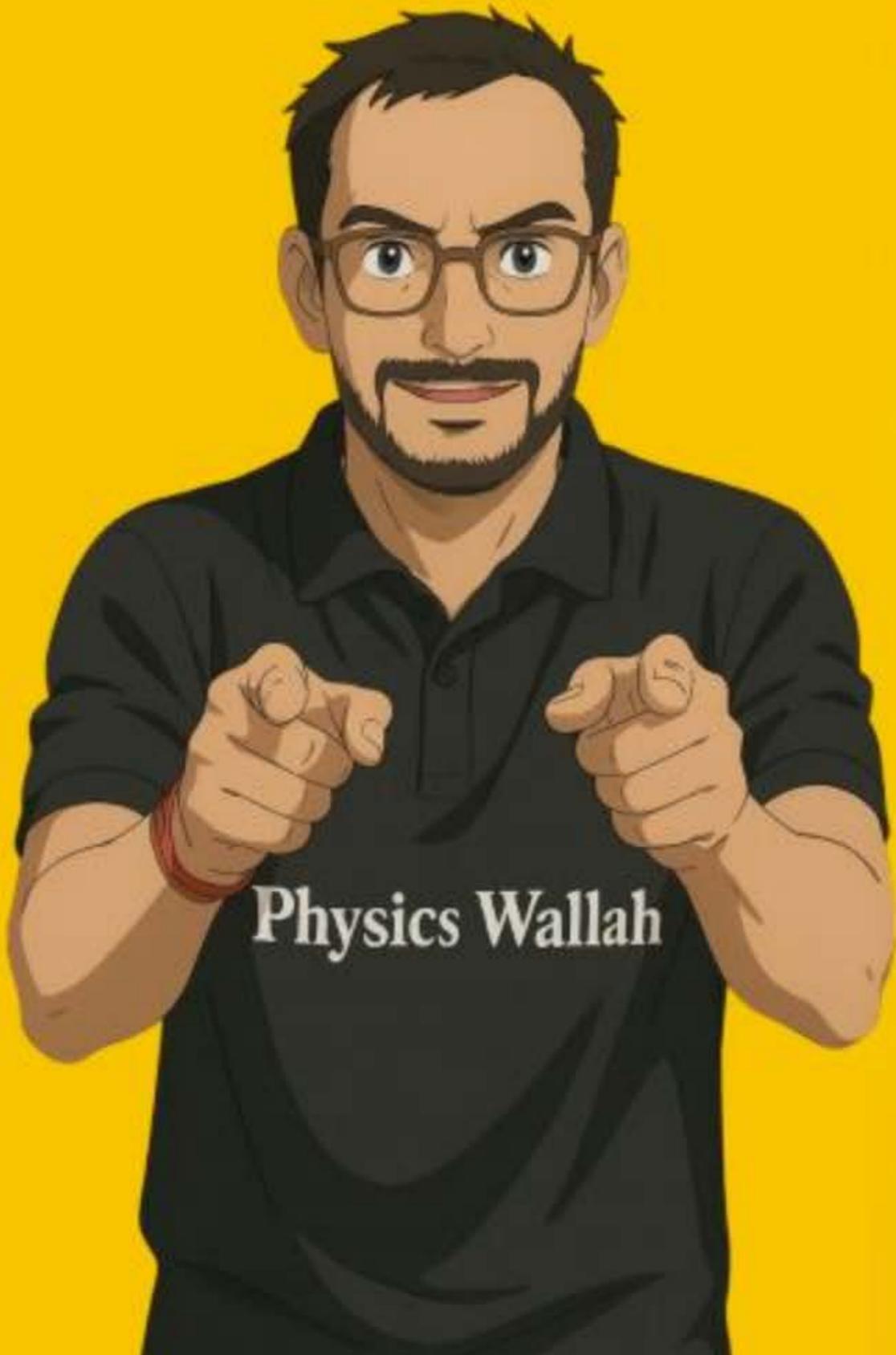
Weekly Test Results

In the upcoming week, the **Top 10 students** on the **Weekly Test** leaderboard will receive **exclusive giveaway books**.

**NOTE:**

- 1. The Books are only for those who meet all three criteria.
- 2. Top 5–10 consistent toppers across all criteria win giveaways!

**GIVEAWAY**



**THANK YOU  
BAWWAL  
BACCCHA  
PARTY**

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