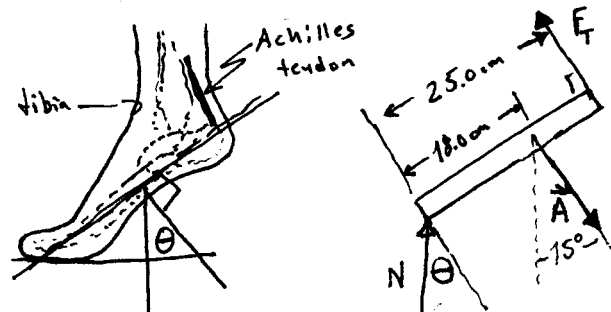


Reading:

This assignment is on Chapters 10 and 11. We will start on sound (Chapter 12) and thermo (Chapter 13) next week.

Problems:

- When we stand on the ball of our foot as shown the normal force supports our weight. A mechanical model of the foot is also shown where F_T is the force exerted by the Achilles tendon and A is the force exerted by the tibia on the foot. Note that the weight of the foot is small relative to the total weight so we neglect it here.



- Set up this statics problem, finding $\sum \vec{F} = 0$ and $\sum \tau = 0$.
 - OPTIONAL (1/2 pt.) Find the values of F_T , A and θ when the foot supports a weight of 710 N.
- Water flows horizontally out of a small hole in the bottom of a soda bottle. If the bottle is 1.0 m off the ground and the water lands 0.67 m from the base of the bottle, what is the height of water in the bottle?
 - Ch 11 Question 8
 - Ch 11 P 7
 - A 33 g bird lands on a bird feeder (310 g) suspended by a spring. If after landing the bird and feeder bounce up and down at frequency of 2.61 Hz, what is the spring constant?
 - I claimed that the dynamics of a hanging mass-on-a-spring is the same as the horizontal simple harmonic oscillator done discussed in class. Show this starting with a free body diagram of the hanging mass and $F = ma$. You need to use the key observation that we describe the oscillation around equilibrium.
 - In setting up a demo to show the relation between uniform circular motion and simple harmonic oscillation you have a 78 RPM turntable and a $k = 3.5$ N/m spring. How much mass should you hang from the spring so that the frequencies are identical?
 - Ch 11 P 19
 - Ch 11 P 27
 - Ch 11 P 32
 - Ch 11 P 36
 - Open the wave-on-a-string Phet simulation.
 - Give the end of the string a good wiggle. Describe what happens on the right end of the string for each of the three possible boundary conditions: Fixed End, Loose End, and No End. Feel free to adjust the damping so you can more clearly see the motion.
 - Fix the right end, decrease the damping to zero, and add the driving force with the "Oscillate" button. Wait a little while. What is happening?