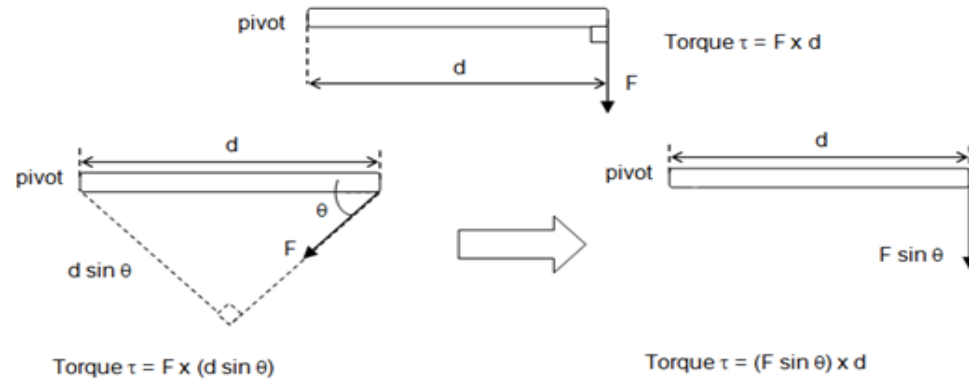


# FORCES

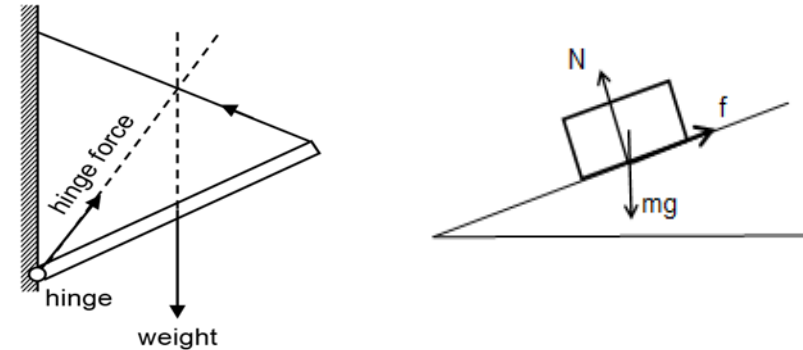
## Moment or torque $\tau$

- $\tau = F d$  (find *perpendicular* distance or force)
- Torque of a couple is product one of the forces and the perpendicular distance between the lines of action of the forces

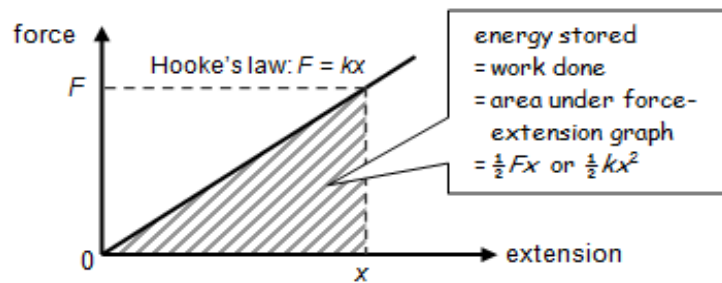


## Free Body Diagram (FBD)

- Draw **all** forces acting **on** the body.
- Length & direction of arrow  $\Rightarrow$  Magnitude & direction of force
- Arrow starts from correct point/surface of contact
- Concurrent point:** three non-parallel forces acting on body in equilibrium



## Spring/Elastic force (for extension and compression)



## Conditions for (static) equilibrium

- Resultant force in any direction is zero (translational equilibrium,  $\sum F = 0$ )
- Resultant torque about any point is zero (rotational equilibrium,  $\sum \tau = 0$ )

## Problem solving

- Draw FBD
- Use **vector diagram** (closed vector triangle) to represent forces in equilibrium **or resolve forces** (horiz & vert or perpendicular & along slope)
- Take moments about *appropriate* point (e.g. where unknown force acts)
- Apply  $F_{\text{net}} = 0$  &  $\tau_{\text{net}} = 0$
- Calculate from vector diagram or from resolved components

## Pressure due to fluid

$$p = \rho g h, \quad p_{\text{total}} = p_{\text{atm}} + \rho g h$$

## H2 only:

### Upthrust (buoyant force)

$$U = m_f g \text{ (wt of fluid displaced)} = \rho_f V_f g$$

### Principle of flotation

Object floating in equilibrium: wt of object = upthrust

## Drag / Viscous force

- Force resisting a body moving relative to a fluid (e.g. air resistance)
- Always oppose motion
- Magnitude depends on speed of the body, density of the fluid, cross-sectional area, the shape of the body