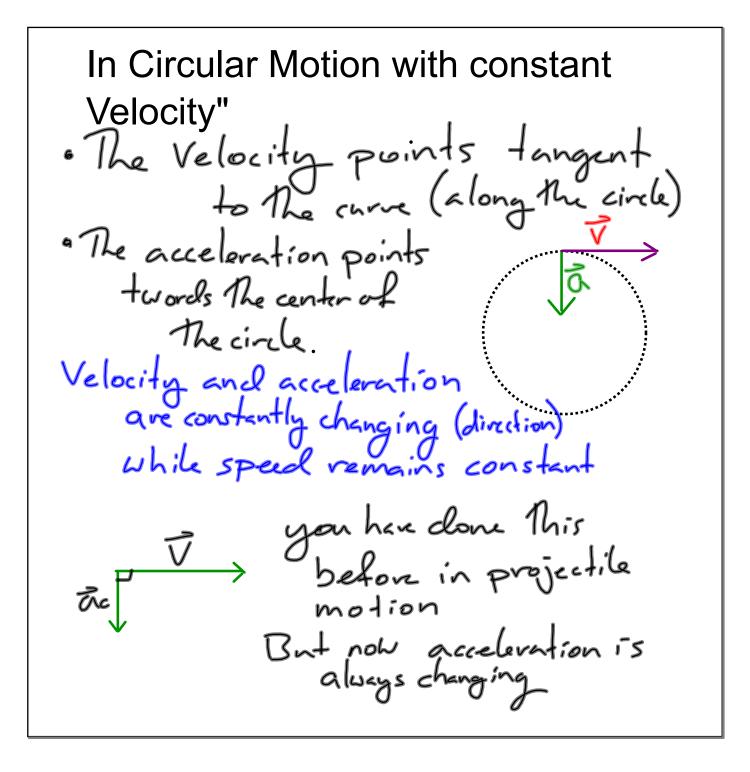
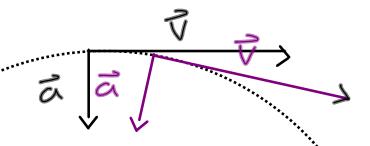
## Circular Motion (Constant Speed) · Position, Velocity, Acceleration (Fora) Position Vectors · start at the origin · Point toward the object · magnitude of the arrow = distance In Circles: Xpos = | X | cos 6 Ypos=|X|sin0





Because the acceleration is continually changing so that it is perpendicular to velocity, it only changes the direction of the velocity, not its magnitude.

## 3 Core Rules:

- 1. Velocity is tangent to the circle
- 2. the acceleration points toward the center (center pointing = centripetal)
- 3. If the acceleration points toward the center, what direction does the net force point?

3: ie: because the acceleration points toward the center, the net force points toward the center.

## **Angular Velocity:** units: degrees = radians 360°=217 radians V= d - only when acceleration Period - Time for 1 cycle Fr = Fora oftension)

