

5. Punktmechanik

Teach Center



Physik



exam_id	number	user_id	params
ball	ball	73957	{"name":"ball","v":19,"m":205,"theta":43,"vx":"13....
G	ball	76103	{"name":"ball","v":12,"m":231,"theta":45,"vx":"8.4...
v2f	ball	76103	{"name":"ball","v":12,"m":231,"theta":45,"vx":"8.4...
G	G	74962	{"name":"G","x1":2,"y1":-3,"z1":-4,"x2":-5,"y2":3,...

Python

```
import math;

# define some constants
e = -1.6022E-19; # electron charge in C
eps = 8.85E-12; # permittivity in F/m
pi = math.pi;
|
# position of electron 1 in m
r1x = 1E-9;
r1y = 2E-9;
r1z = 3E-9;

#position of electron 2 in m
r2x = -2E-9;
r2y = 4E-9;
r2z = -1E-9;

# vector pointing from 1 to 2
r12x = r2x -r1x;
r12y = r2y -r1y;
r12z = r2z -r1z;

# length of vector r12
r_len = math.sqrt(r12x*r12x + r12y*r12y + r12z*r12z);

- - - - -
```

Python

```
# vector pointing from 1 to 2
r12x = r2x - r1x;
r12y = r2y - r1y;
r12z = r2z - r1z;

# length of vector r12
r_len = math.sqrt(r12x*r12x + r12y*r12y + r12z*r12z);

# unit vector pointing from 1 to 2
ex = r12x/r_len;
ey = r12y/r_len;
ez = r12z/r_len;

# Force in N
Fx= e*e*ex/(4*pi*eps*r_len*r_len);
Fy= e*e*ey/(4*pi*eps*r_len*r_len);
Fz= e*e*ez/(4*pi*eps*r_len*r_len);

print('Fx = ' + str(Fx) + 'N');
print('Fy = ' + str(Fy) + 'N');
print('Fz = ' + str(Fz) + 'N');
```

Javascript

```
<script>

// define some constants
e = -1.6022E-19; // electron charge in C
eps = 8.85E-12; // permitivity in F/m
pi = Math.PI;

// position of electron 1 in m
r1x = 1E-9;
r1y = 2E-9;
r1z = 3E-9;

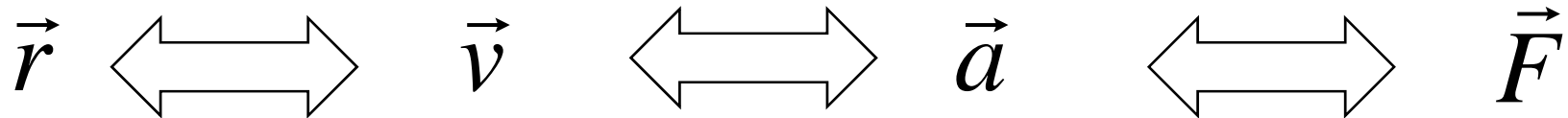
// position of electron 2 in m
r2x = -2E-9;
r2y = 4E-9;
r2z = -1E-9;

// vector pointing from 1 to 2
r12x = r2x -r1x;
r12y = r2y -r1y;
r12z = r2z -r1z;

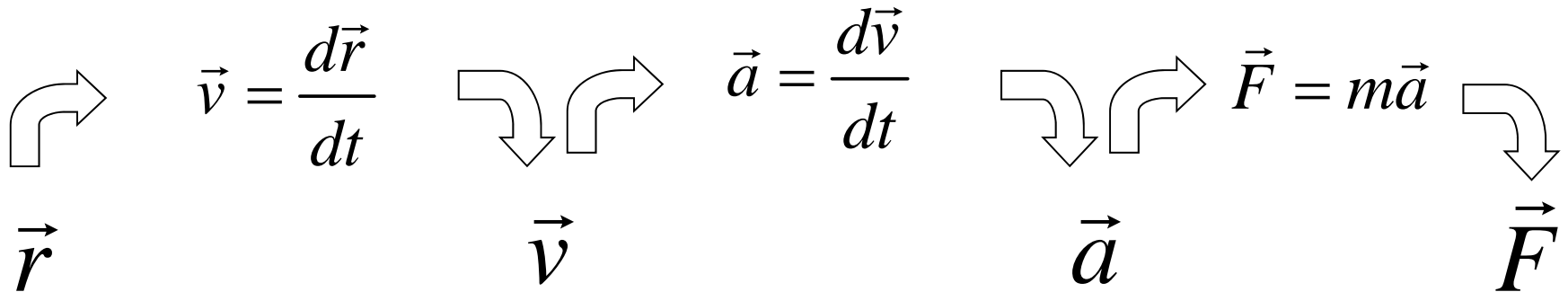
// length of vector r12
r_len = Math.sqrt(r12x*r12x + r12y*r12y + r12z*r12z);

// unit vector pointing from 1 to 2
ex = r12x/r_len;
```

Punktmechanik



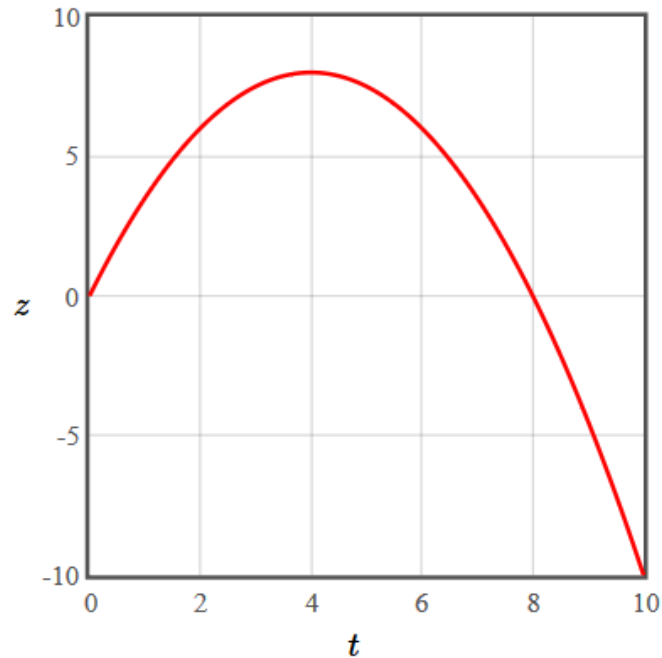
Punktmechanik



Punktmechanik

$$\begin{array}{ccccccc} \vec{r} & & \vec{v} & & \vec{a} & & \vec{F} \\ \uparrow & & \downarrow & \uparrow & \downarrow & \uparrow & \downarrow \\ \vec{r}(t) = \int_{t_0}^t \vec{v}(t') dt' + \vec{r}(t_0) & \vec{v}(t) = \int_{t_0}^t \vec{a}(t') dt' + \vec{v}(t_0) & \vec{a} = \frac{\vec{F}}{m} \end{array}$$

Konstante Kraft = Parabelbewegung



$$\vec{r} = \left(x_0 + v_{x0}t + \frac{F_x}{2m}t^2 \right) \hat{x} + \left(y_0 + v_{y0}t + \frac{F_y}{2m}t^2 \right) \hat{y} + \left(z_0 + v_{z0}t + \frac{F_z}{2m}t^2 \right) \hat{z}$$

$$\vec{v} = \left(v_{x0} + \frac{F_x}{m}t \right) \hat{x} + \left(v_{y0} + \frac{F_y}{m}t \right) \hat{y} + \left(v_{z0} + \frac{F_z}{m}t \right) \hat{z}$$

$$\vec{a} = \frac{F_x}{m} \hat{x} + \frac{F_y}{m} \hat{y} + \frac{F_z}{m} \hat{z}$$

$$\vec{F} = F_x \hat{x} + F_y \hat{y} + F_z \hat{z}$$

$z_0 = 0$ m

$m = 1$ kg

$F_z = -1.00$ [N]

$v_{z0} = 4.00$ [N]

Erläuterung:

Fähigkeiten

Mechanik punkartiger Teilchen

Bei gegebener Position \vec{r} [m], Geschwindigkeit \vec{v} [m/s], Beschleunigung \vec{a} [m/s²], oder Kraft \vec{F} [N] als Funktion der Zeit eines Teilchens, müssen Sie in der Lage dazu sein, jede der vier Grössen durch Integrieren oder Ableiten der anderen Grössen zu erhalten.

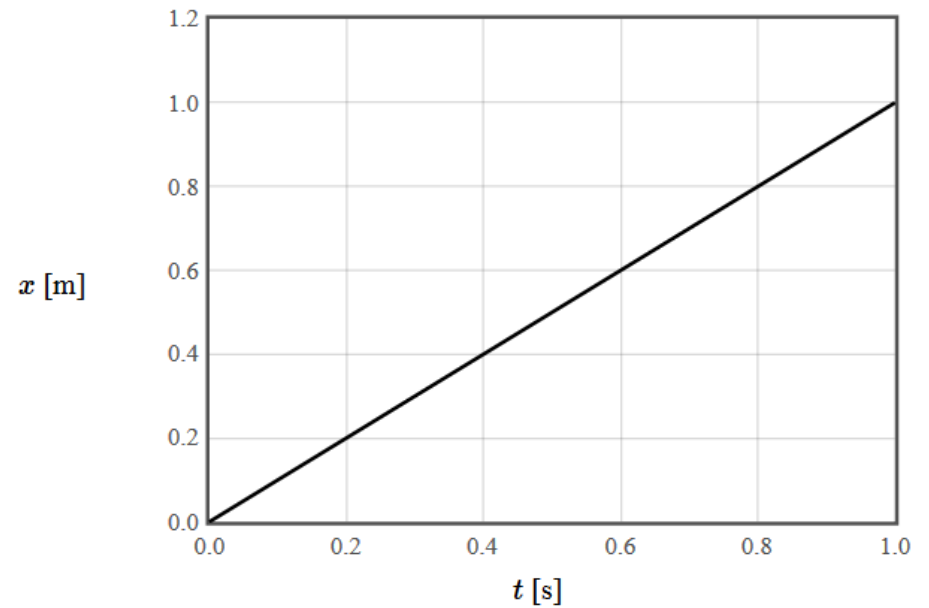
App: Numerische Integration und Differentiation von Funktionen in Abhängigkeit von t .

Position → Velocity → Acceleration

$x(t) = t$ [m] ?

Calculate from formula in the range from $t_1 = 0$ [s] to $t_2 = 1$ [s].

t [s]	x [m]
0	0
0.001	0.001
0.002	0.002
0.003	0.003
0.004	0.004
0.005	0.005
0.006	0.006
0.007	0.007
0.008	0.008
0.009	0.009
0.01	0.01



Position → Kraft (numerisch)

Ein auf einer geraden Straße fahrendes Auto hat ein GPS-Gerät installiert, welches die Position des Autos speichert. Die Masse des Autos ist 1175 kg. Welche Kraft wirkt auf das Auto zur Zeit $t = 20\text{ s}$?

Differenzieren Sie mittels der [APP Numerische Integration](#).

t [s]	x [m]
0.00	7.0000000
0.500	14.191468
1.00	21.556045
1.50	29.073493
2.00	36.721801
2.50	44.477305
3.00	52.314830
3.50	60.207848
4.00	68.128647
4.50	76.048522
5.00	83.937969

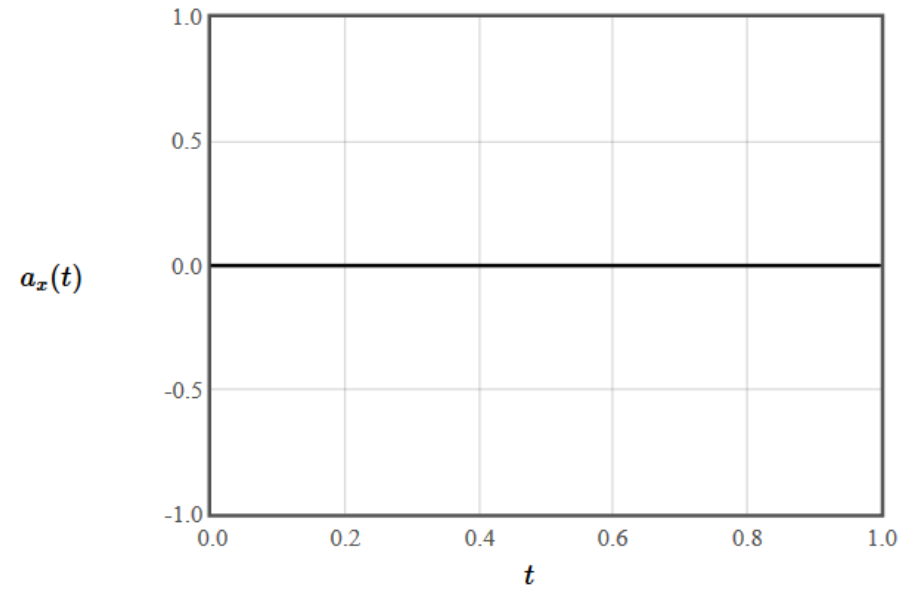
solution

Acceleration → Velocity → Position

$a(t) = 0$ [m/s²] ?

Calculate from formula in the range from $t_1 = 0$ [s] to $t_2 = 1$ [s].

t	$a_x(t)$
0	0
0.001	0
0.002	0
0.003	0
0.004	0
0.005	0
0.006	0
0.007	0
0.008	0
0.009	0
0.01	0

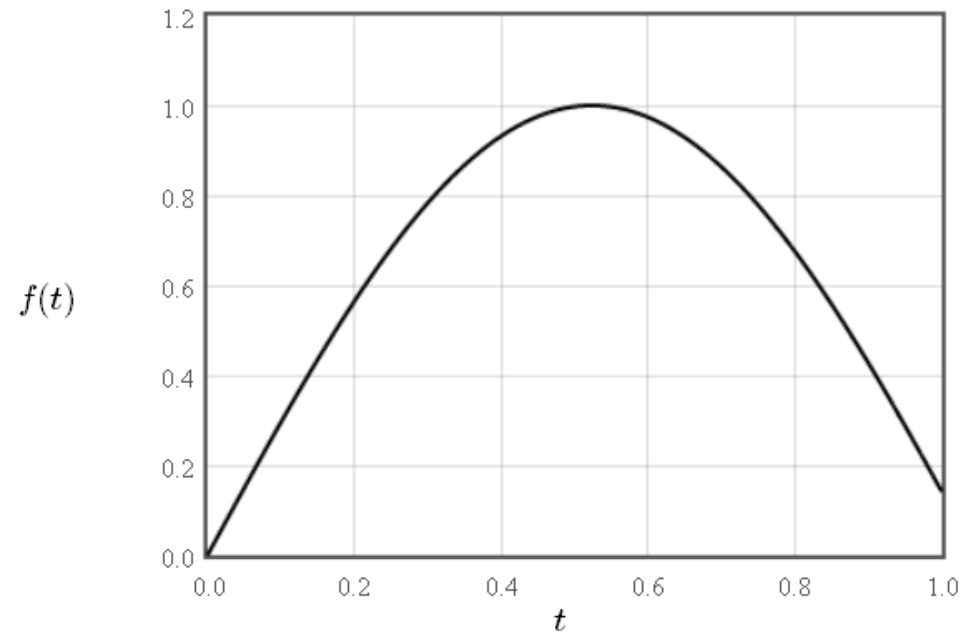


- Lehrplan
- Bücher
- Testfragen

Numerische Integration and Differentiation

$f(t) =$
 from $t_1 =$ to $t_2 =$.

t	$f(t)$
0.02000	0.05996
0.02333	0.06994
0.02667	0.07991
0.03000	0.08988
0.03333	0.09983
0.03667	0.1098
0.04000	0.1197
0.04333	0.1296
0.04667	0.1395
0.05000	0.1494
0.05333	0.1593



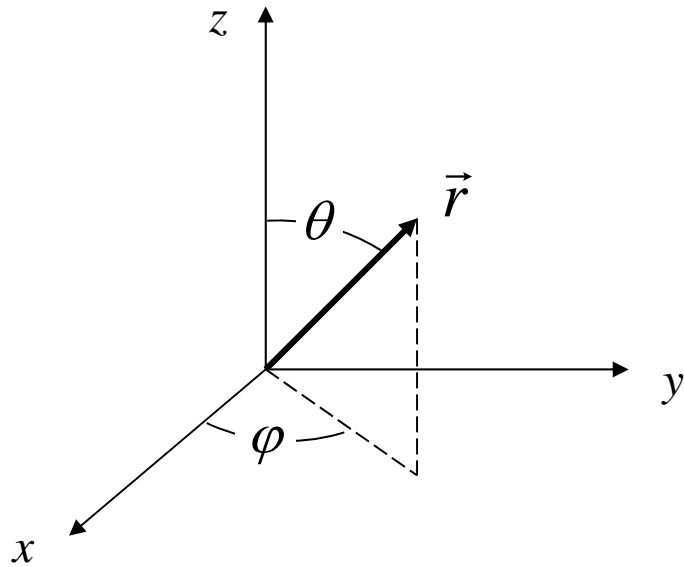
Die 1. Ableitung

Die Ableitung von $f(t)$ wird berechnet aus

$$\frac{df}{dt} \approx \frac{f(t+\Delta t) - f(t)}{\Delta t} .$$

Corioliskraft

$$\vec{r}(t) = R \sin(\Omega t) \cos(\omega t) \hat{x} + R \sin(\Omega t) \sin(\omega t) \hat{y} + R \cos(\Omega t) \hat{z}$$



$$\theta = \Omega t$$

$$\varphi = \omega t$$

$\vec{F}?$

Müssen wir die Coriolis-Kraft für die Prüfung wissen?

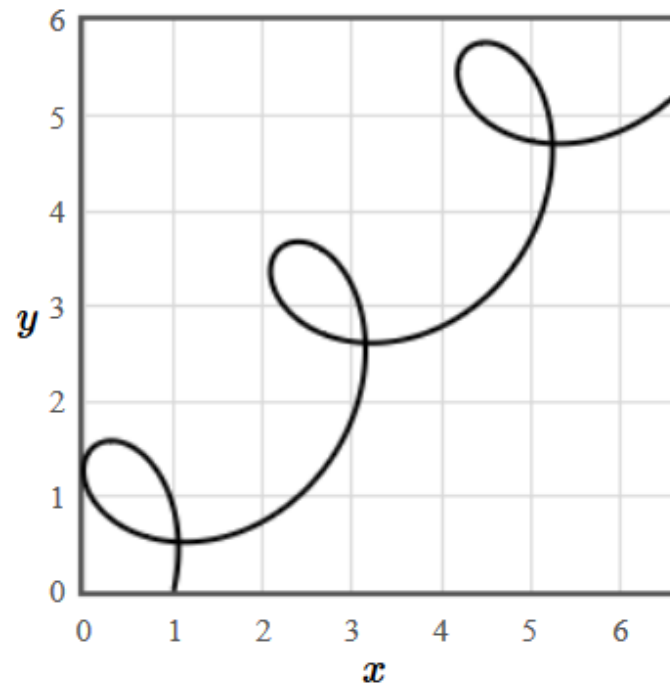
Problem 2

Die Bahnkurve eines Teilchens der Masse $m = 33 \text{ g}$ ist,

$$\vec{r}(t) = (t + \cos(3t)) \hat{x} + (t + \sin(3t)) \hat{y} \quad [\text{m}].$$

Dabei ist t die Zeit in Sekunden.

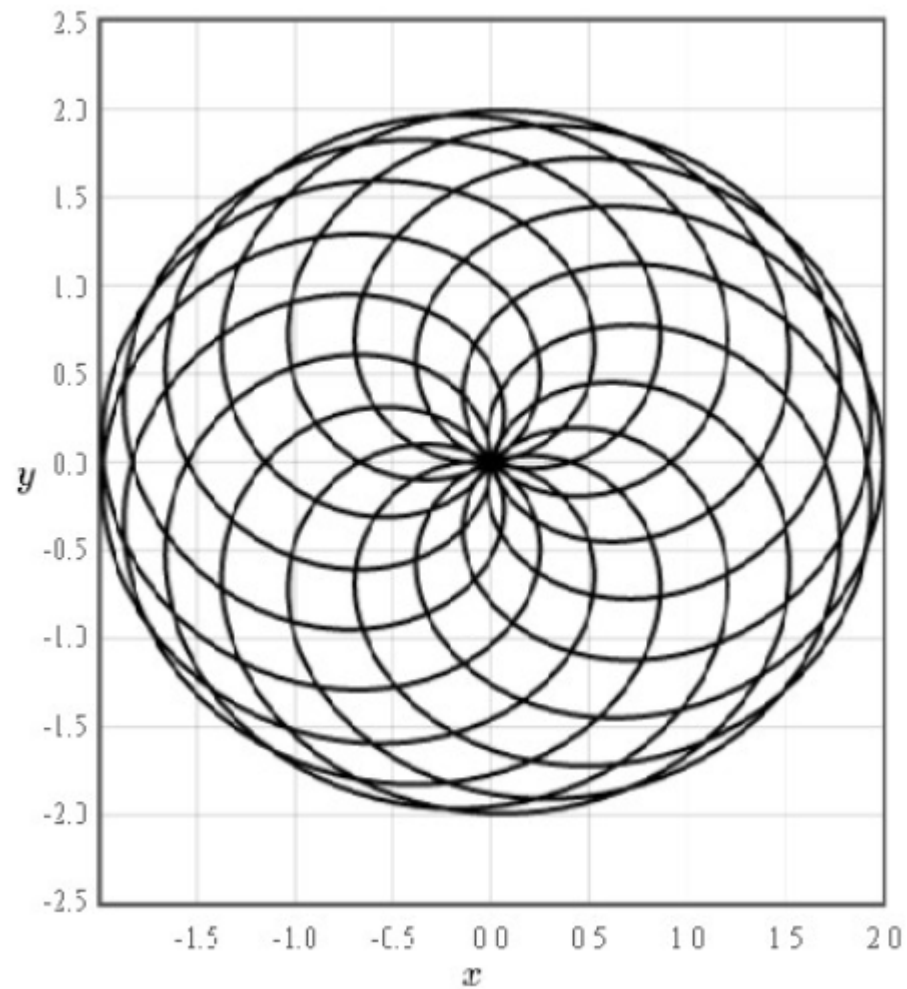
immer Radiant



Welche Kraft wirkt auf das Teilchen zur Zeit $t = 1 \text{ s}$?

$$\vec{F} = \boxed{} \hat{x} + \boxed{} \hat{y} + \boxed{} \hat{z} \quad [\text{N}]$$

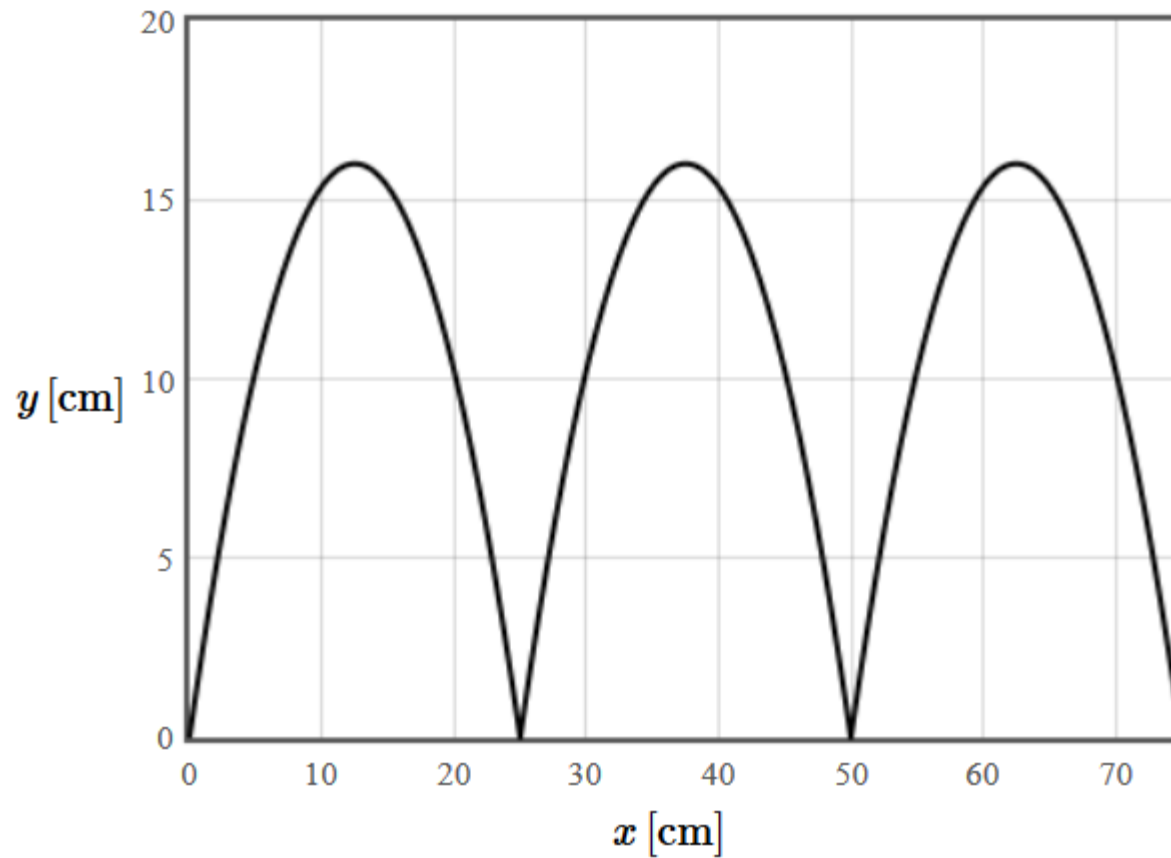
Bahnkurve



$$\vec{r}(t) = (\cos(2\pi t) + \cos(7.2\pi t)) \hat{x} + (\sin(2\pi t) + \sin(7.2\pi t)) \hat{y}$$

↑
↑
immer Radiant

Pruefung 29.06.2017



$$\vec{r} = t\hat{x} + \frac{64}{625}(25t - t^2)\hat{y} + 0\hat{z} \quad [\text{cm}]$$