

Def. Forza risultante

$$\sum \vec{F} = \vec{F}_1 + \vec{F}_2 + \dots$$

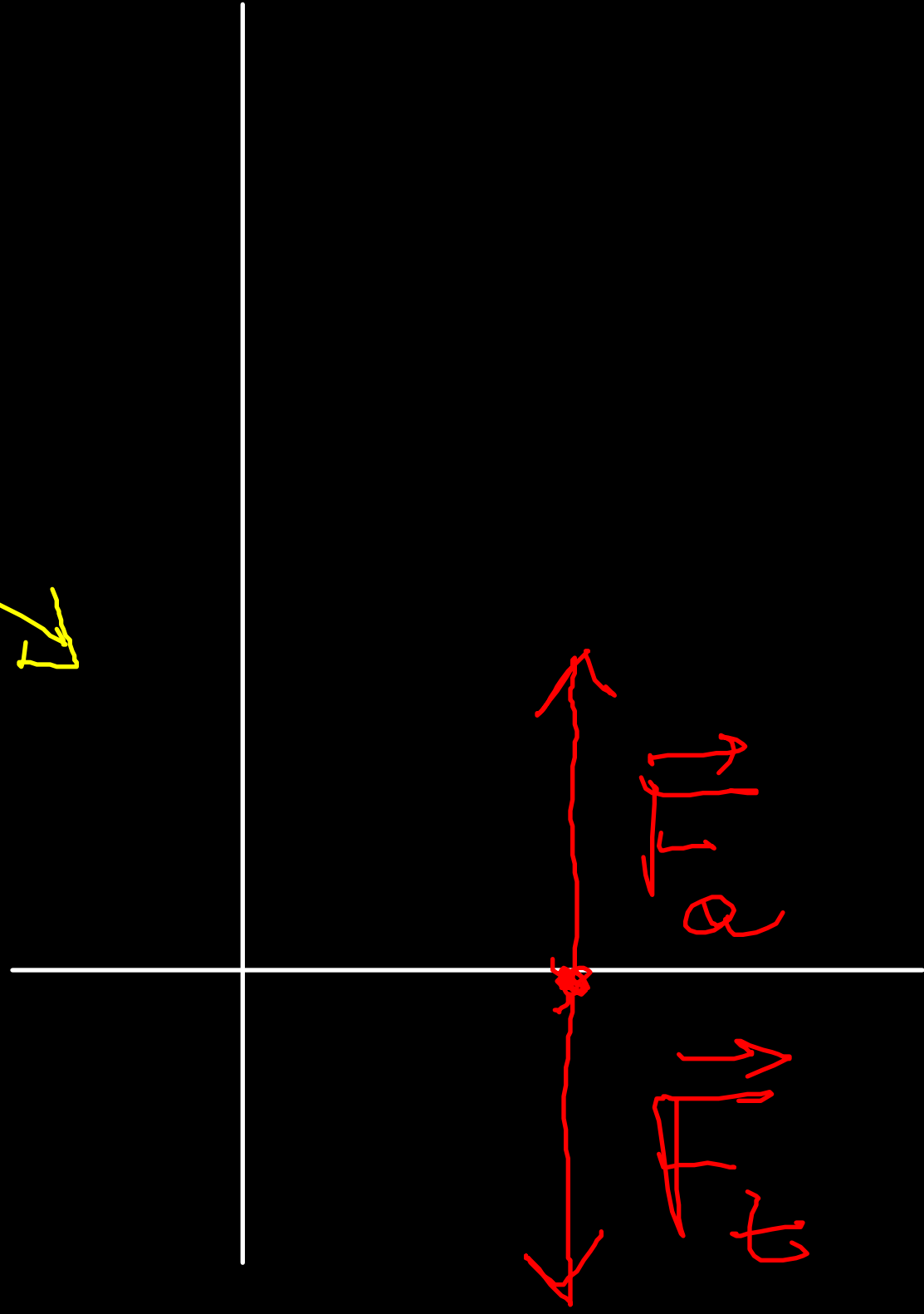
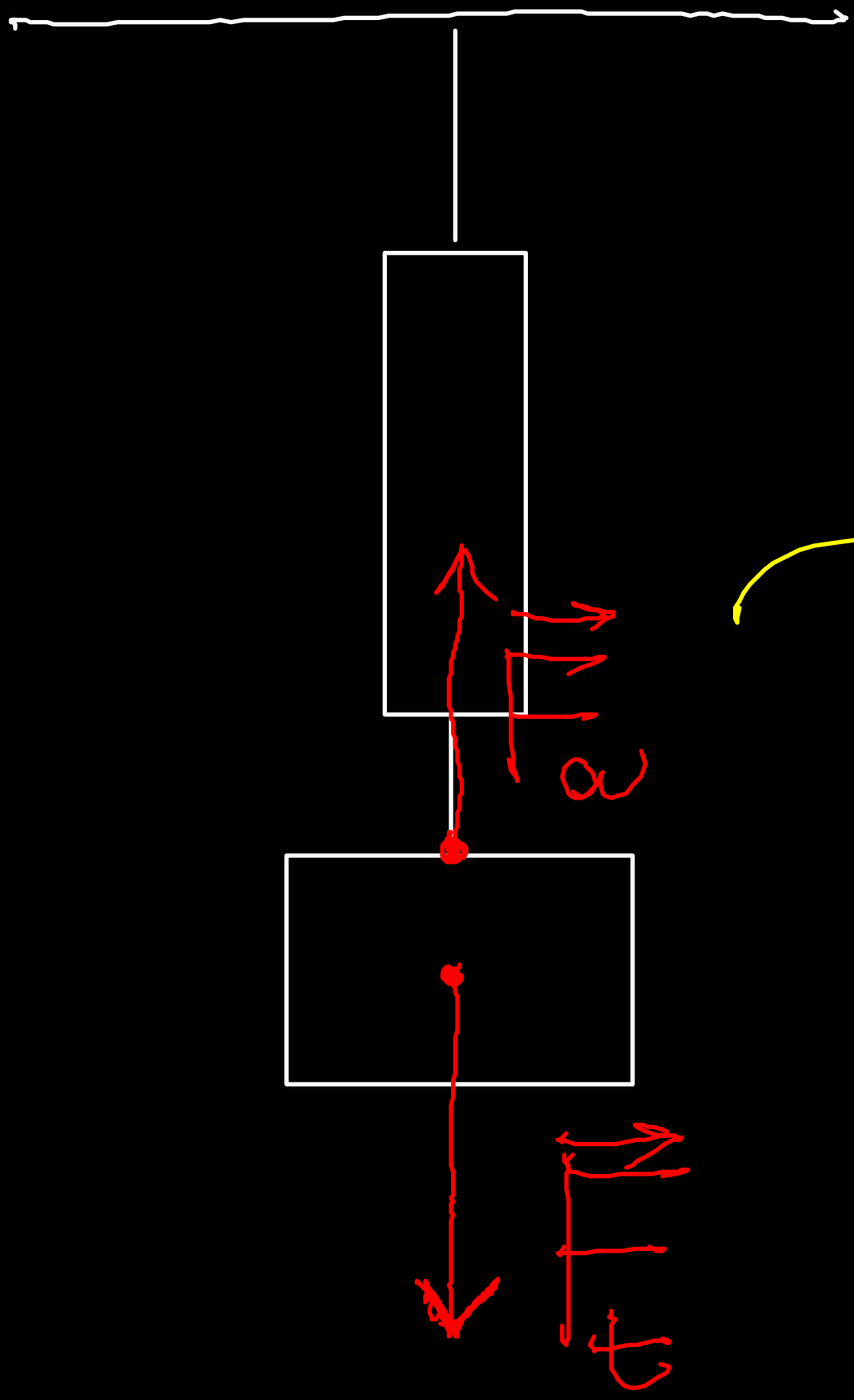
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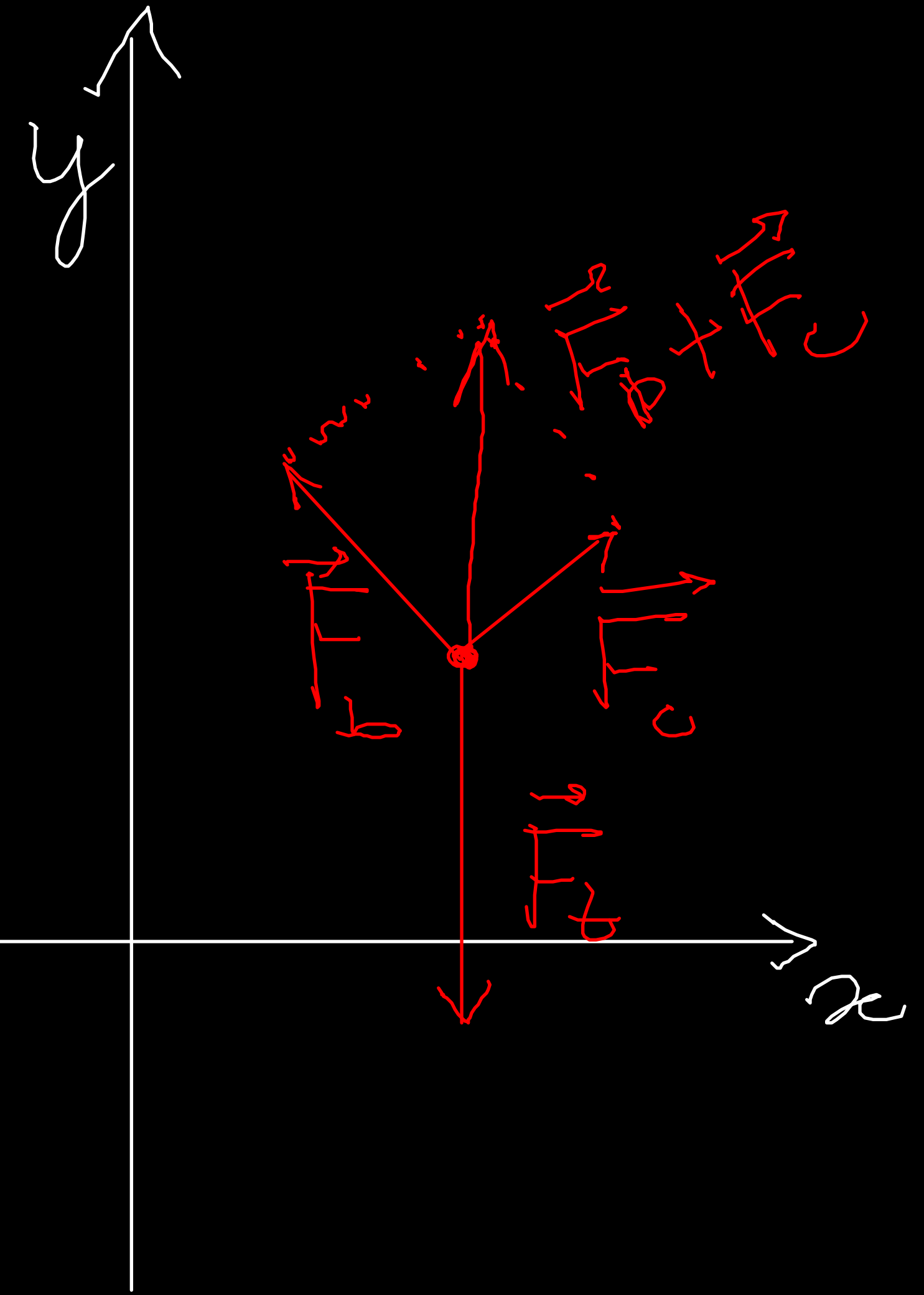
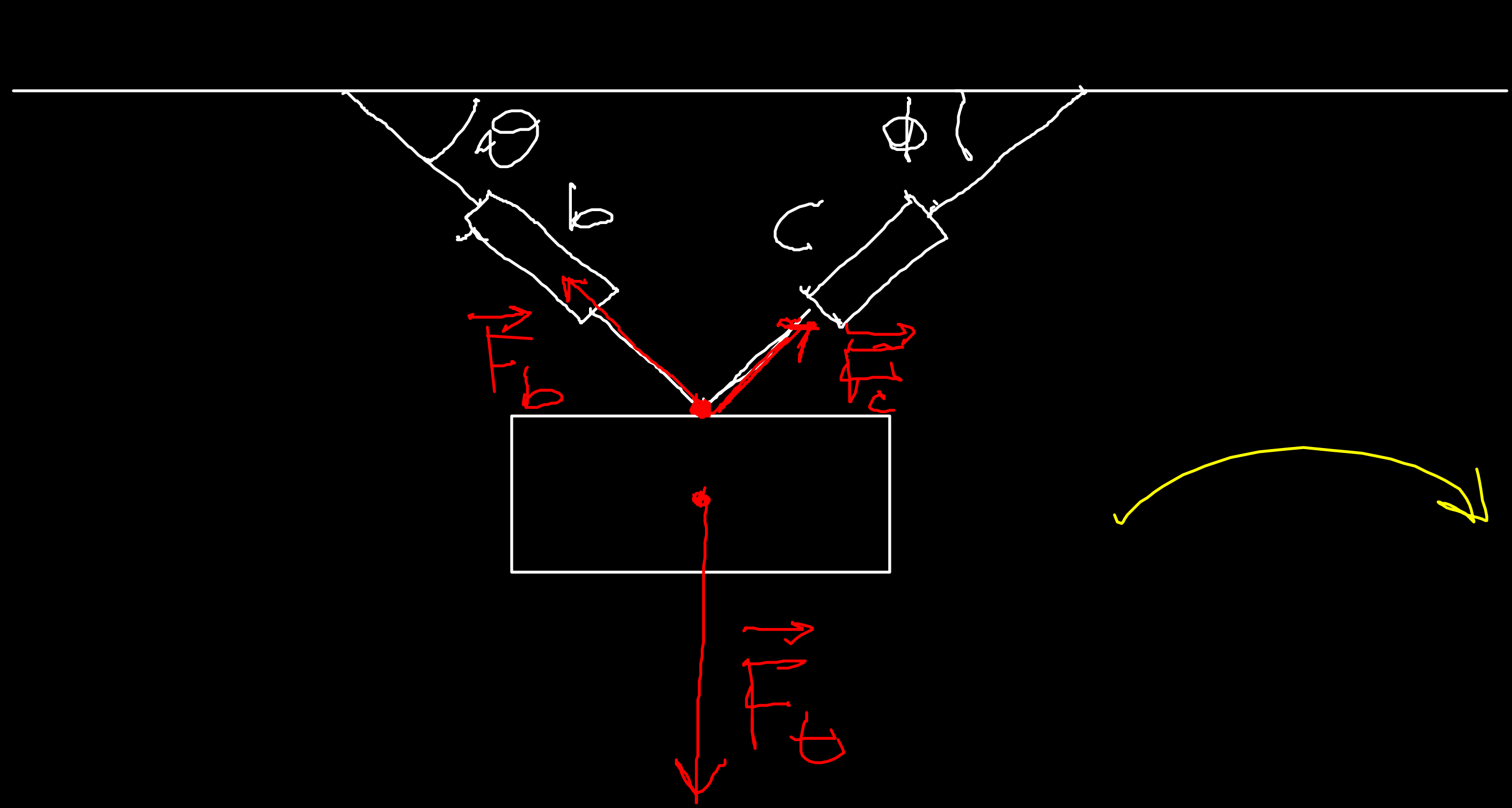
1° princ. Se  $\sum \vec{F} = 0 \Rightarrow \vec{a} = 0$

agente su un corpo è nulla,  
accelerazione del corpo è nulla

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Diagramma corpo libero





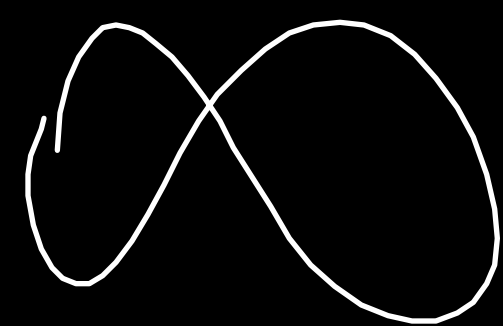
Dal 1° principio e

Dal trovare sperimentalmente

almeno un sistema in cui esso vale

→ definisco sistemi

referimento ineguali



Riferimento terrestre.

In prima appross. sist. inerz.

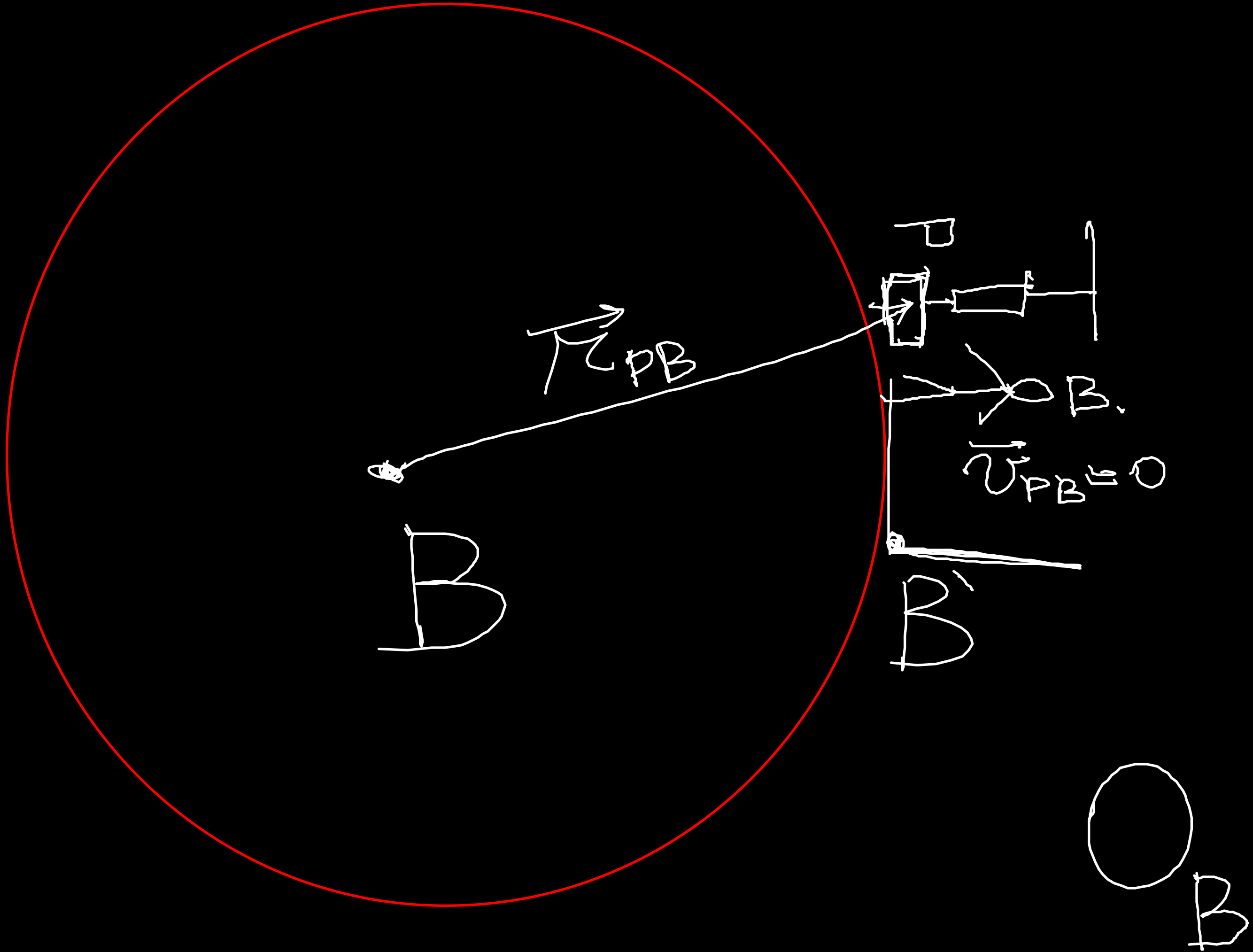
$$g = 9.8 \text{ m/s}^2$$

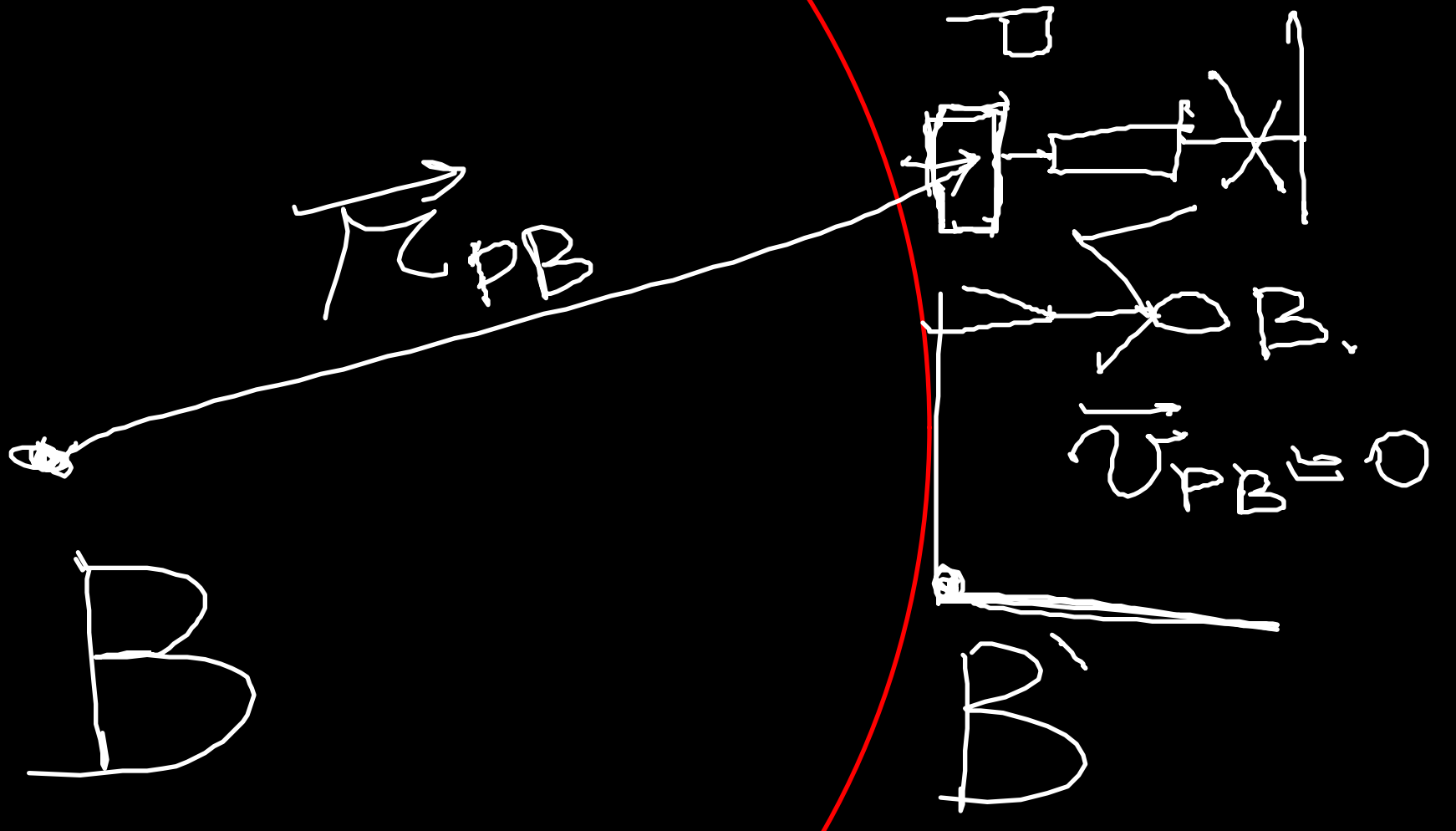
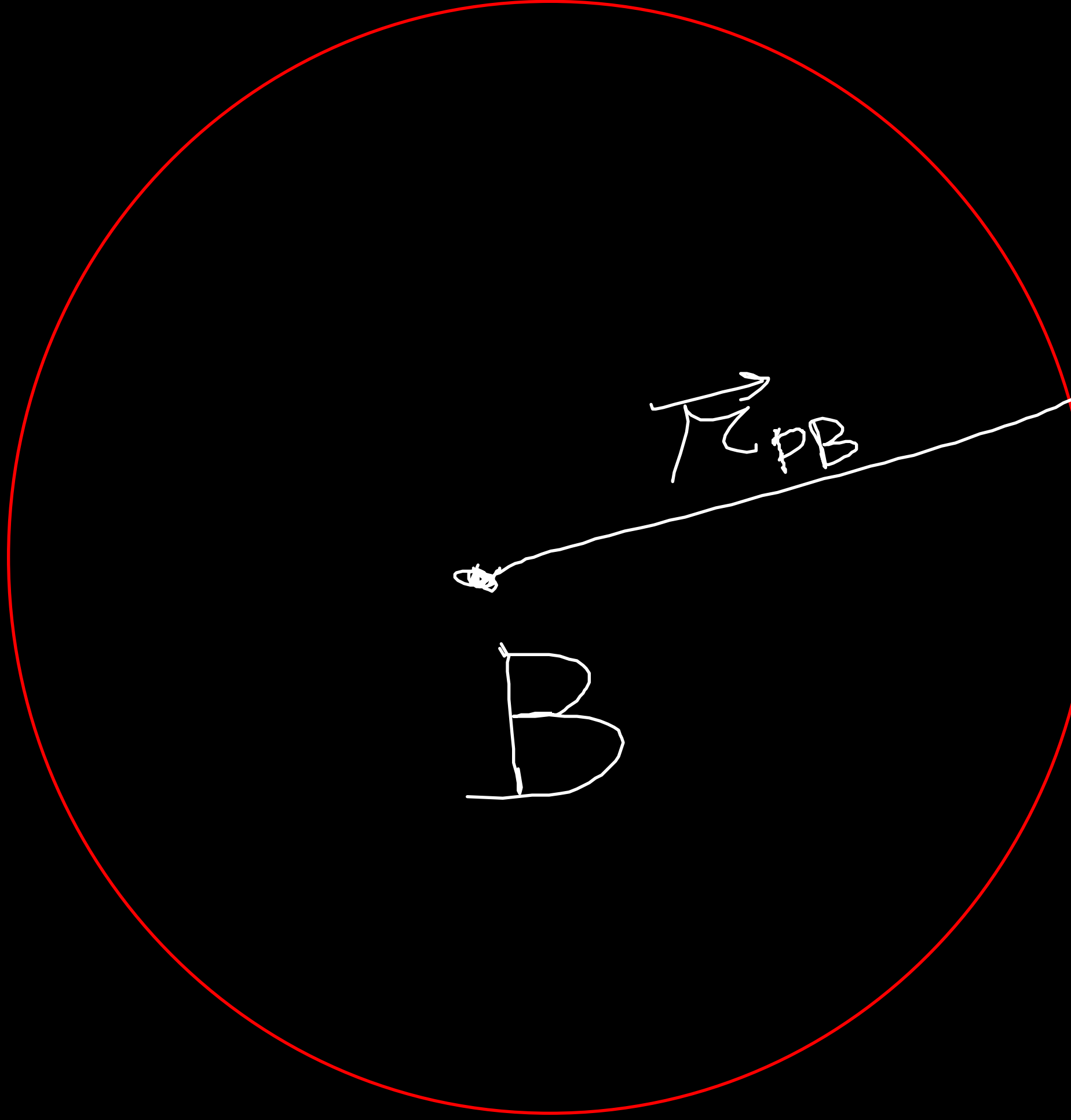
$$9.76 \text{ m/s}^2$$

$$9.83 \text{ m/s}^2$$

$$\vec{a}_c = \vec{\omega} \times (\vec{\omega} \times \vec{r}_{PB})$$

$$a_c = 0.034 \text{ m/s}^2$$





O<sub>B</sub>

## 5.4 Seconda legge di Newton

In un sistema inerziale

l'accelerazione di un corpo  
è prop. alla forza risultante  
esercitata sul corpo stesso

$$\sum \vec{F} = m \vec{a}$$

↳ massa inerziale



# Problema diretto

- conosco  $\sum \vec{F}$

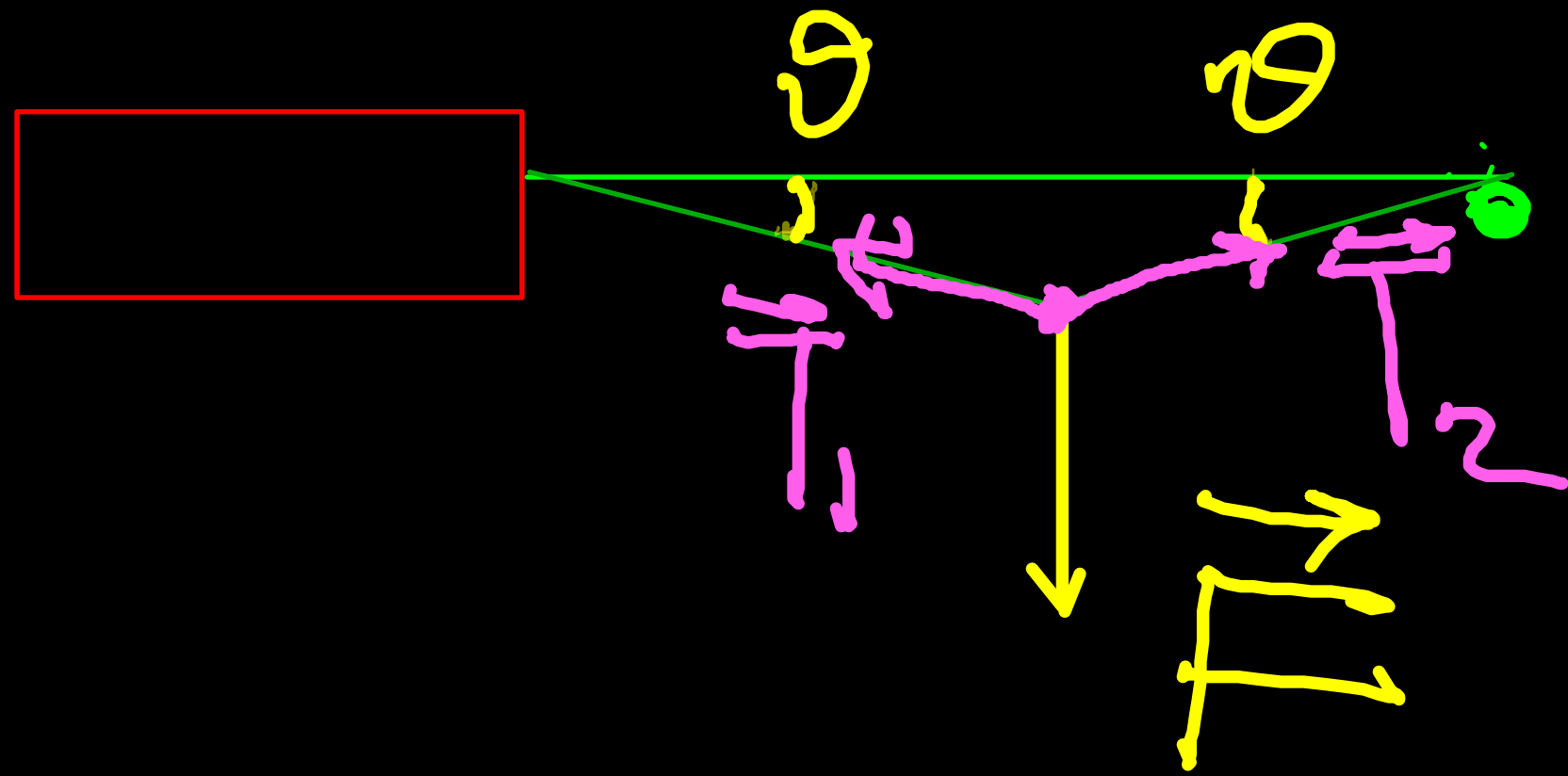
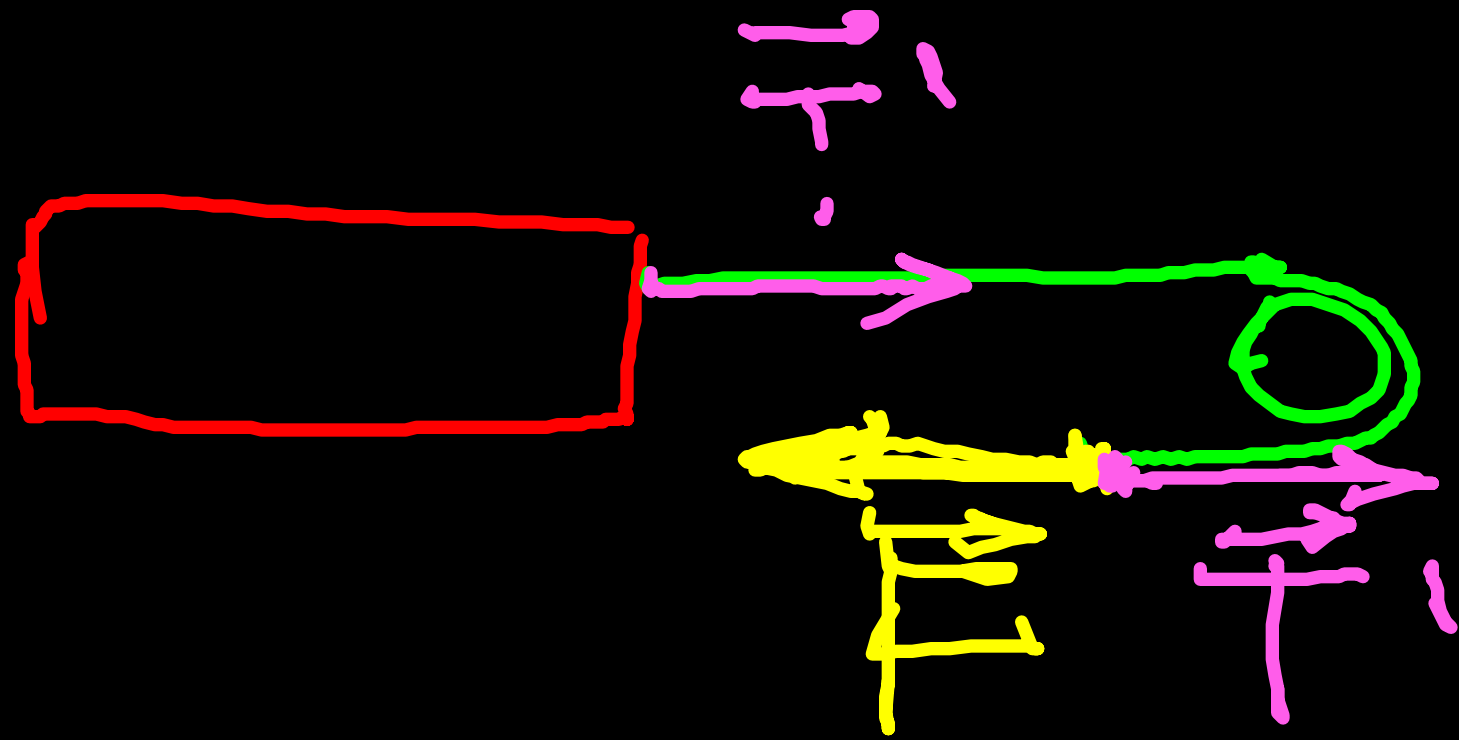
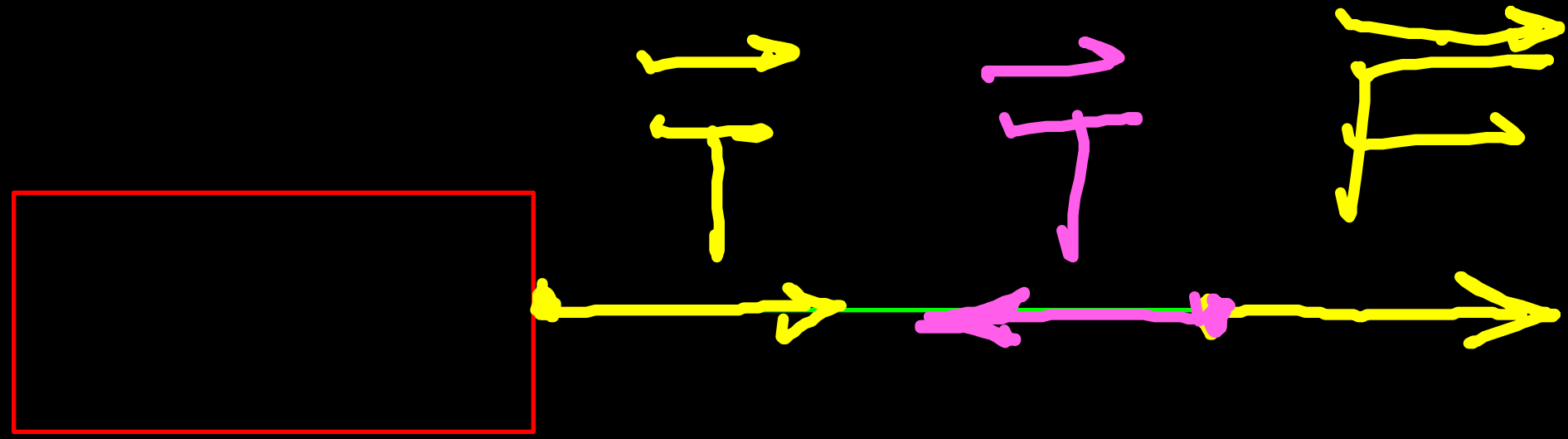
- sistema inerziale

→ ricavare  $\vec{a} = \frac{\sum \vec{F}}{m}$

$\frac{d\vec{v}}{dt}$   $\frac{d^2\vec{r}}{dt^2}$  + Cond. iniziali  $\vec{r}(t=0)$   $\vec{v}(t=0)$

→  $\vec{r}(t)$   $\vec{v}(t)$

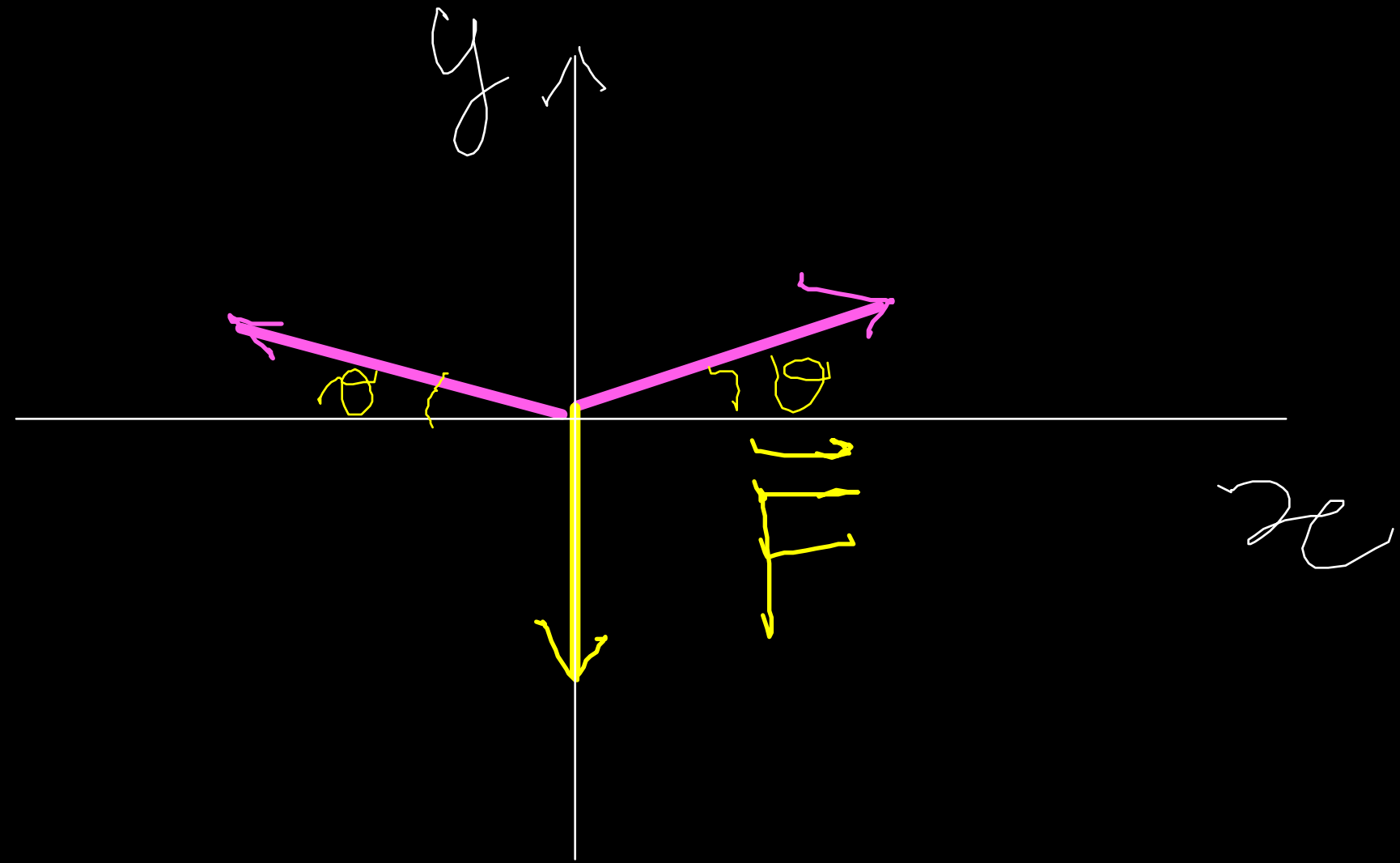
# Esempio 5.4



$$T_{\max} = 400 \text{ N}$$

$$\sum F = 0$$

$$F_1 + F_2 + F_3 = 0$$



# Esempio 5.4

$$|\vec{T}_1| = |\vec{T}_2| = T$$

$$T = 400 \text{ N}$$

lungo x  $\left\{ \begin{array}{l} 0 + T_{1x} + T_{2x} = 0 \\ -T \cos \theta + T \cos \theta = 0 \end{array} \right.$

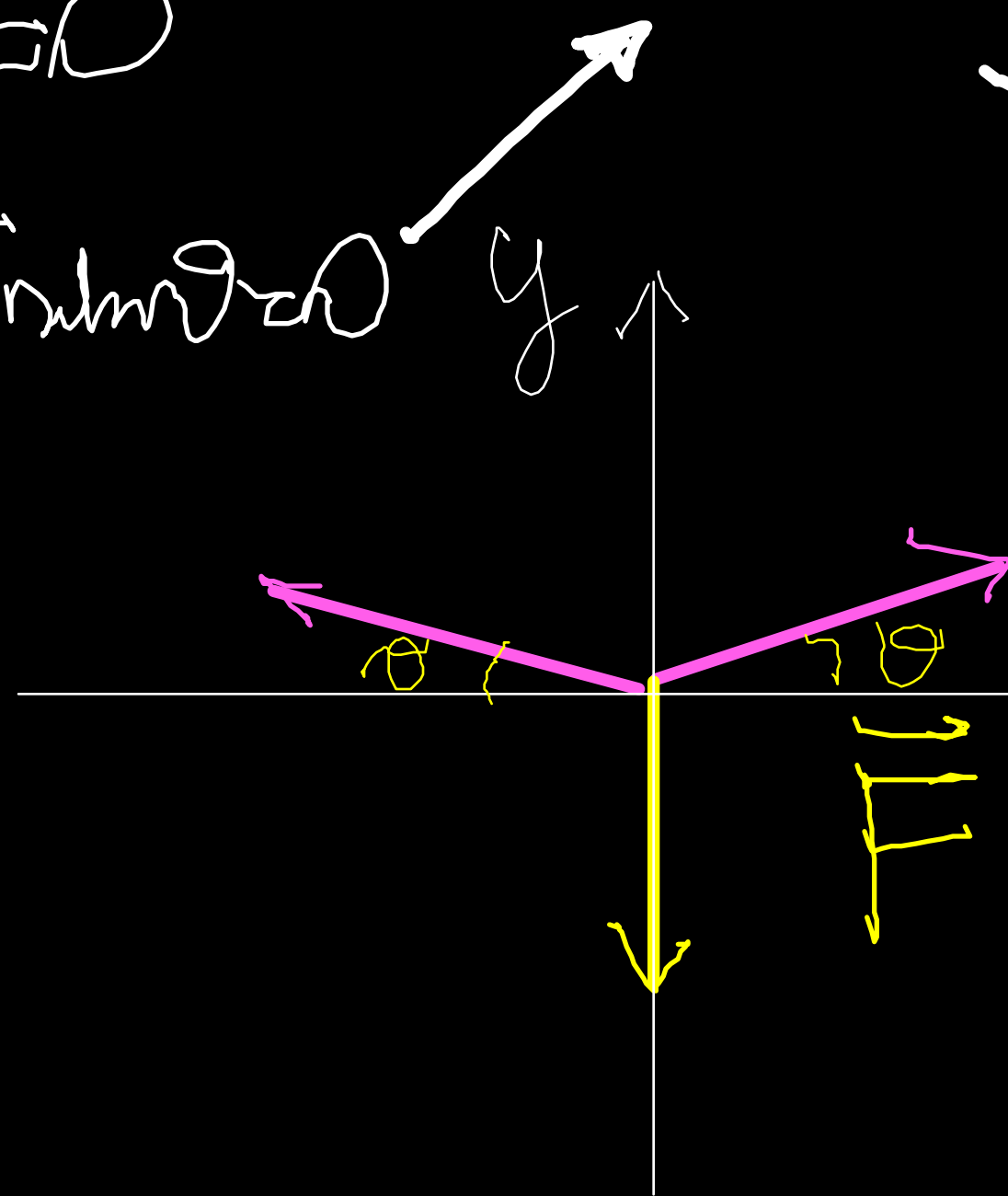
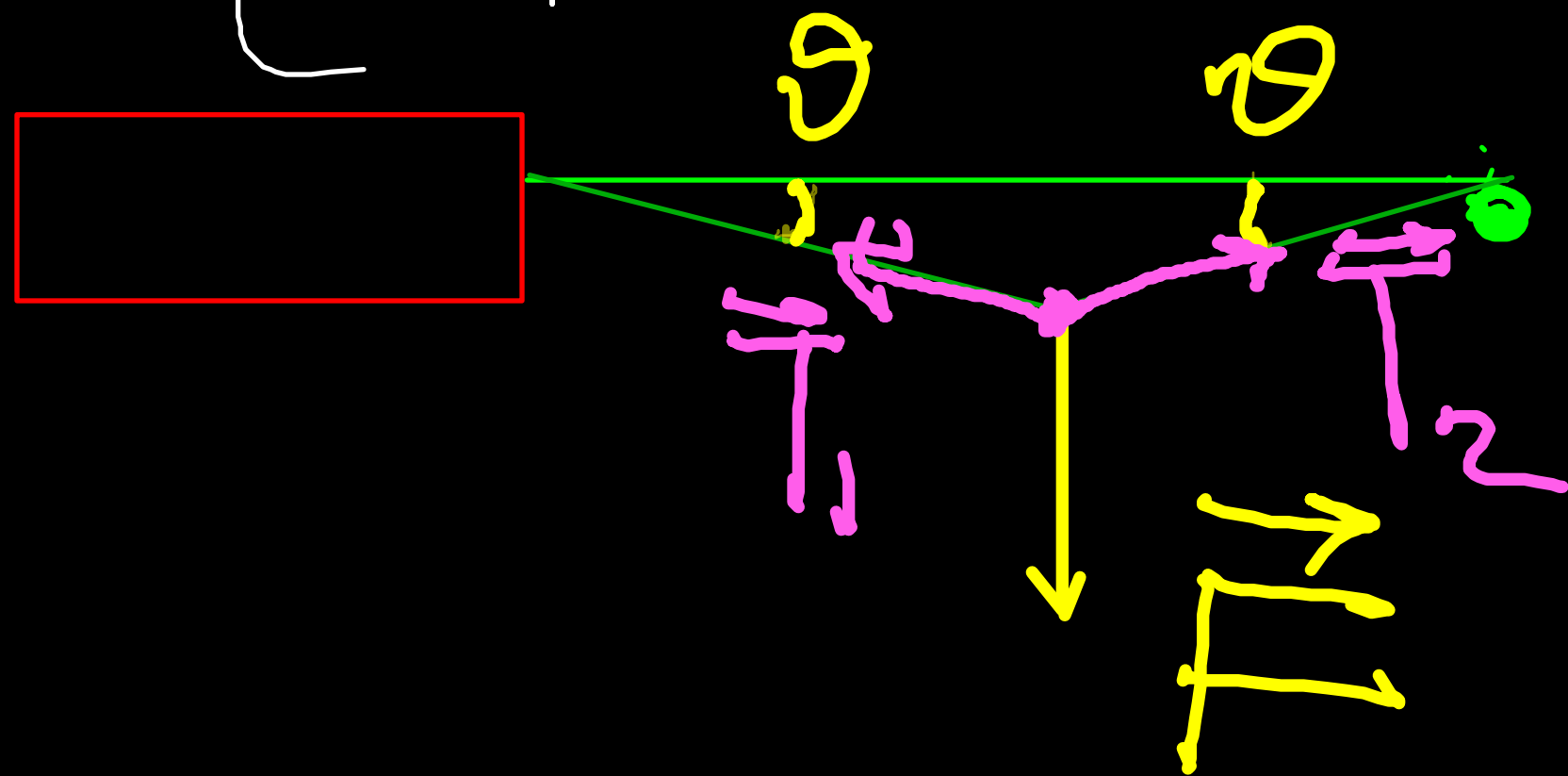
$$\sum \vec{F} = 0$$

$$2T \sin \theta = F$$

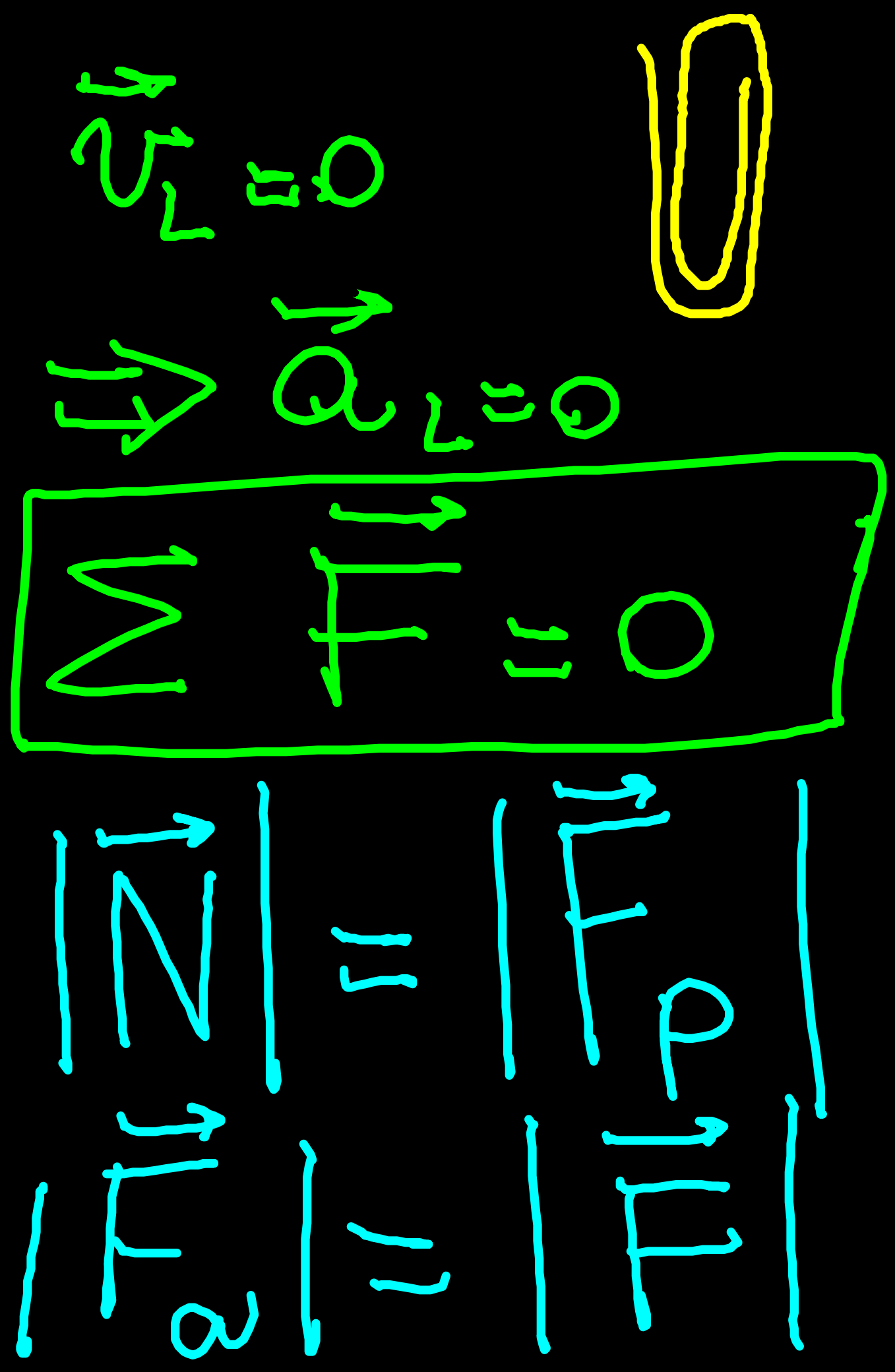
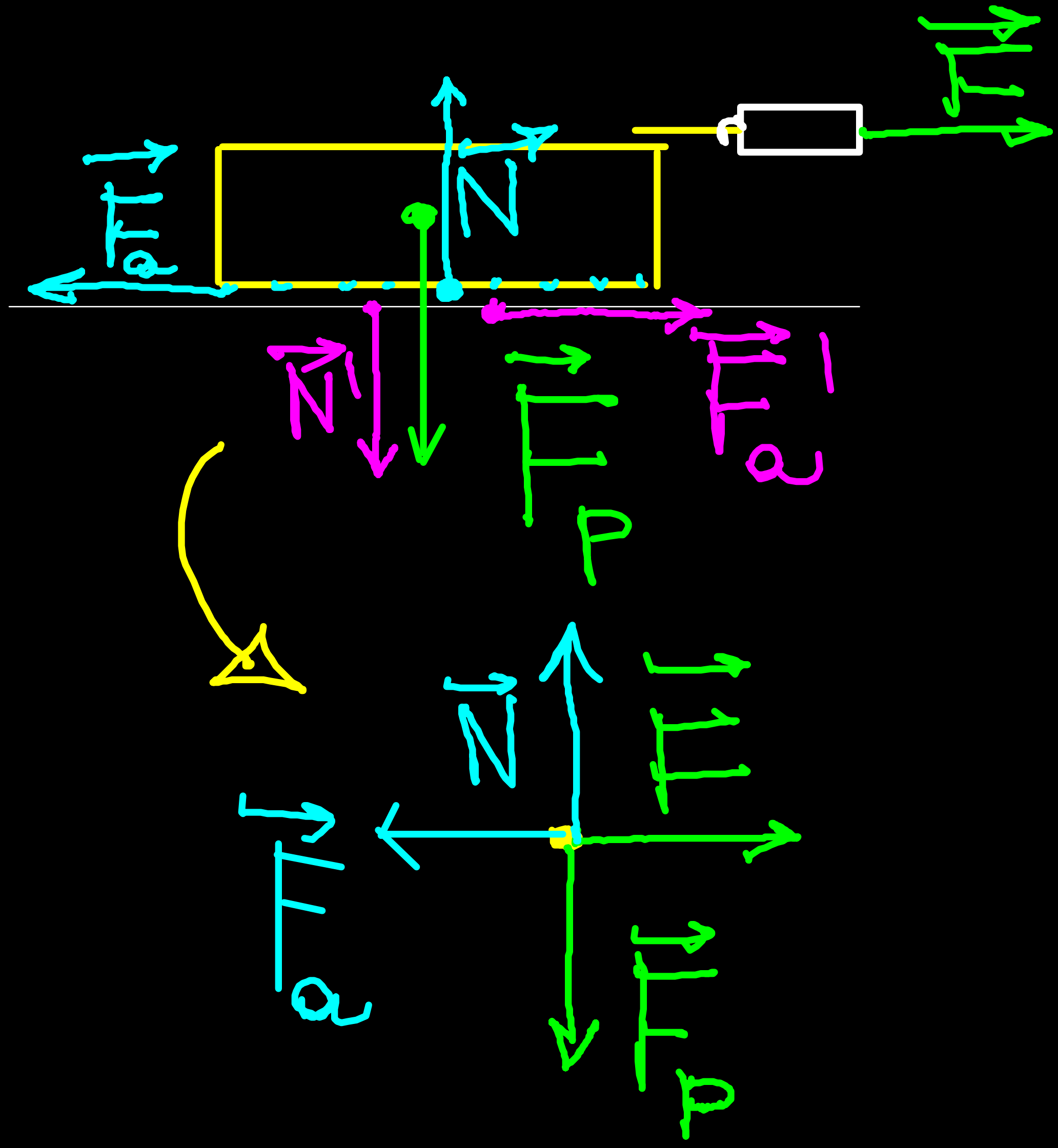
lungo y  $\left\{ \begin{array}{l} F_y + T_{1y} + T_{2y} = 0 \\ -F + T \sin \theta + T \sin \theta = 0 \end{array} \right.$

$$T = \frac{F}{2 \sin \theta}$$

$$T_{\max} = 1150 \text{ N}$$



# Forze di attrito



$F_{a \max}$  pari alla  $F$   
t.c. si sposta

$$F_{a \max} = \mu N$$

Vale scalarmente sui moduli  
 $\mu$  coeff. attrito statico (adism.)

# Terza legge di Newton

## Principio di Azione e Reazione



- 1) Stesse rettrici d'azione
- 2) punti di applicazione diversi

