# CHAPTER (3) Energy

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## Energy systems and collisions

#### Types of systems:

- Closed System: is system that doesn't gain mass neither lose it.
- Isolated System: A system that does not have a net external force and does not exchange matter or energy with its surroundings

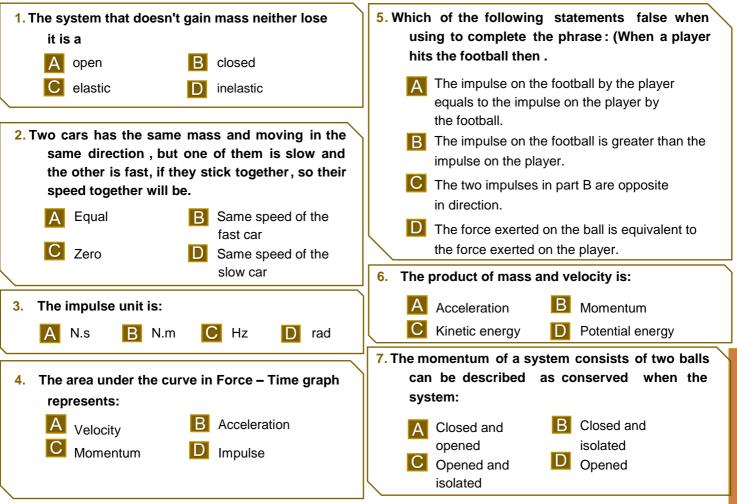
### . Types of Collisions:

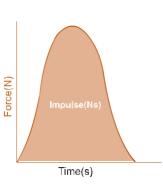
- Superealistic collisions : the kinetic energy after the collision is greater than before .
- Elastic collision : the kinetic energy after the collision equals to the energy before .
- Inelastic collision: the kinetic energy after the collision is less than before.
- The kinetic energy becomes less when the colloid's objects stick together

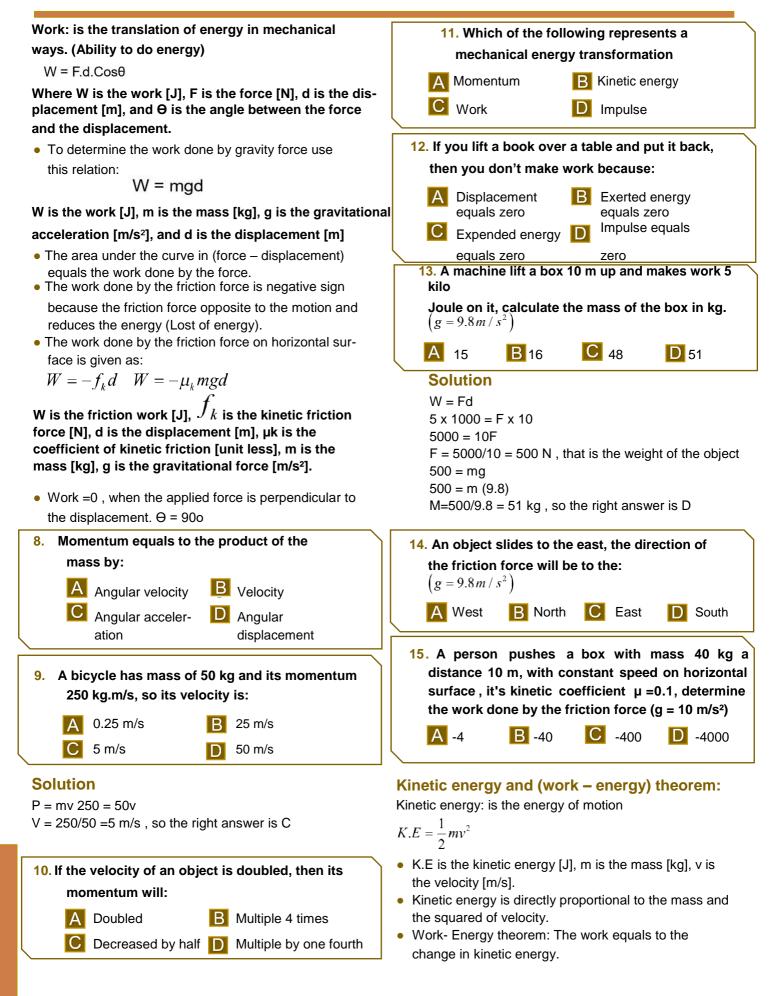
#### . Momentum and Impulse:

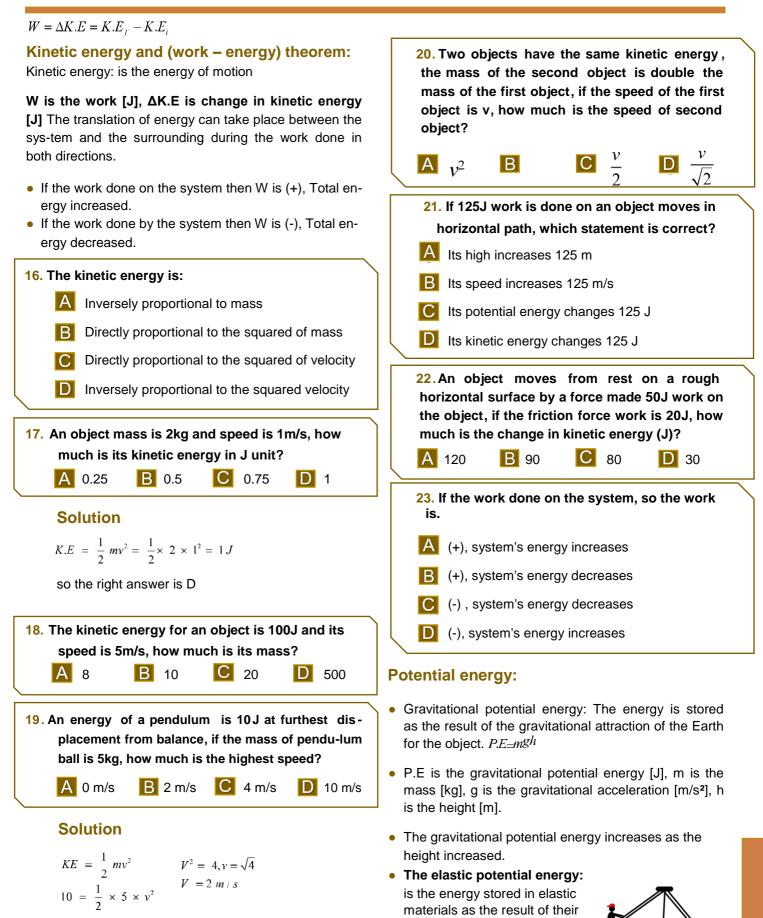
• Impulse: is the quantity that calculated by multiplying the exerted force and time. Impulse = F  $\Delta t$ 

- F is the force [N], and  $\Delta t$  is the time [s]
- The unit of impulse is N.s = kg.m/s
- The area under the curve of (Force vs Time ) graph equals the impulse as shown below
- Example: The impulse that exerted on the ball by the player equals to the impulse that is exerted on the player by the ball and in opposite direction.
- Momentum: is the product of the mass and velocity of an object.
- P = mv P is the momentum [kg.m/s], m is the mass [kg], and v is the velocity [m/s].
- Momentum is directly proportional to both mass and velocity.
- Conservation of momentum: the total momentum of any isolated and closed system is conserved ( constant)









stretching or compressing. Elastic potential energy can

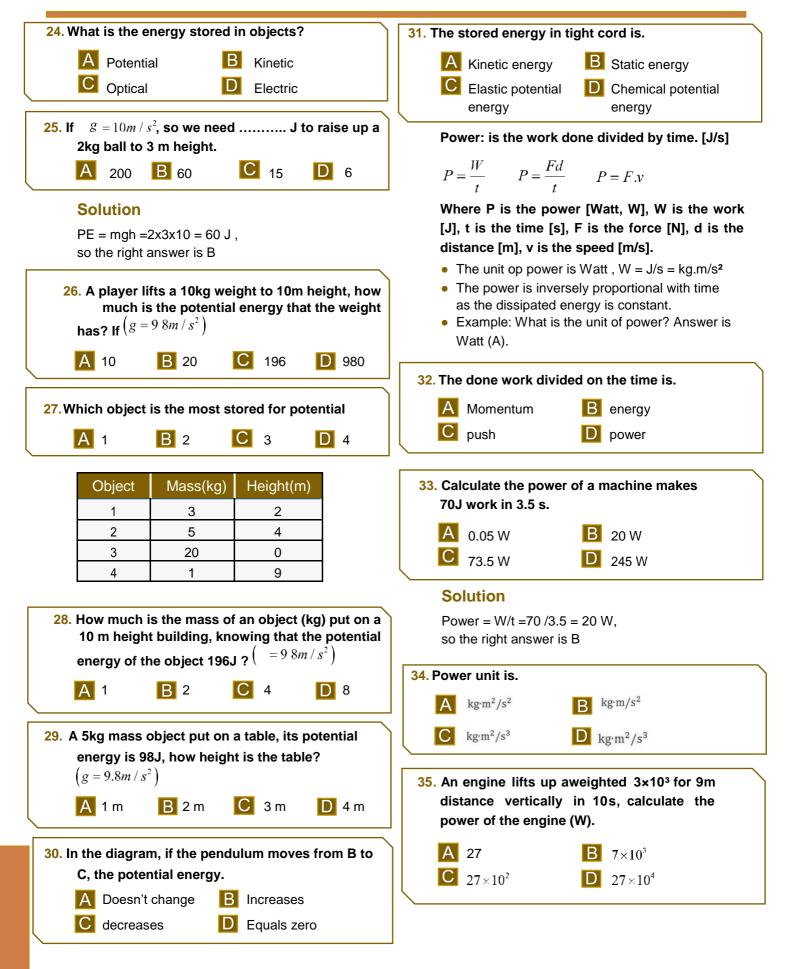
be stored in rubber bands, bungee cords, trampolines, springs, an arrow drawn into a

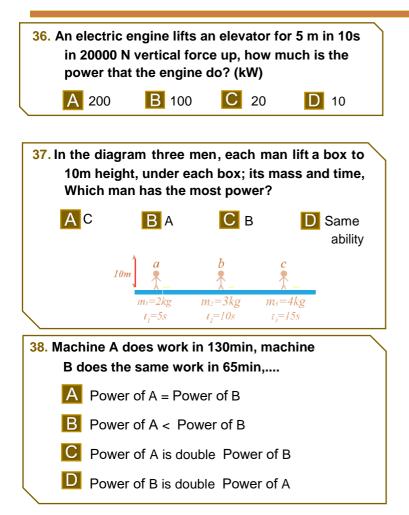
bow, etc.

PE

so, the right answer is B

PE





1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
в	A	A	D	в	в	В	В	С	A	С	Α	D	A	С	С	D	A	в	D
200000	22	(525)	5555	1.1.2.11	2.62	140.10	1969	(a.2)	0.2450	1920		57628	10000			20080			
D	D	A	Α	В	D	в	В	в	в	С	D	В	С	С	D	в	D		