- When two objects push on each other the force of $\qquad$ on $\qquad$ is $\qquad$ to
the $\qquad$ ( $\qquad$ Law).
- The time A $\qquad$ $B$ is $\qquad$ the time $\qquad$ .
- Impulse = $\qquad$ $=$ $\qquad$ . So, adding subscripts for objects A and B we see that
Most Important Form
$\qquad$ $=$ $\qquad$
$\qquad$ $=$ $\qquad$ $\leftarrow$
$\qquad$ $=$ $\qquad$
$\qquad$ $=$ $\qquad$
$\qquad$ $=$ $\qquad$
- In other words, since $\mathrm{I}_{\mathrm{A} \text { on } \mathrm{B}} \quad \mathrm{I}_{\mathrm{B} \text { on } \mathrm{A}}$. The momentum lost when object A slows down in a collision $\qquad$ the momentum $\qquad$ when object $\qquad$ .


## Defining A System

- A closed system is one that mass is $\qquad$ . For example, a pickup driving on a sunny day, but not $\qquad$ _, unless the system is $\qquad$ and $\qquad$ _.
- An isolated system is one for which the net force acting on the system is
$\qquad$ , i.e. a car driving with a constant velocity, but not $\qquad$
$\qquad$ , unless the system is $\qquad$ and $\qquad$ .
- Momentum and Energy are only conserved in systems that are $\qquad$
$\qquad$ (or sufficiently close to it). So, the trick to applying these laws is to make the system large enough to be $\qquad$
$\qquad$ , but small enough to be $\qquad$ _.
- Since it takes time for small forces to cause ___ to change, all collisions (for this level of Physics) are automatically $\qquad$
Collision Examples
- Partially inelastic (most collisions)
- Perfectly inelastic (when objects $\qquad$ _)
- Explosion (when objects $\qquad$ )


## Equations

## Evolving Systems and E/p Conservation

Kinetic pendulum - A dart is thrown at a block hanging from the ceiling so that it strikes the block while traveling horizontally with a velocity of $8 \mathrm{~m} / \mathrm{s}$. To what height will the block rise after the dart sticks into it if the block's mass is 4 times greater than the dart's?

