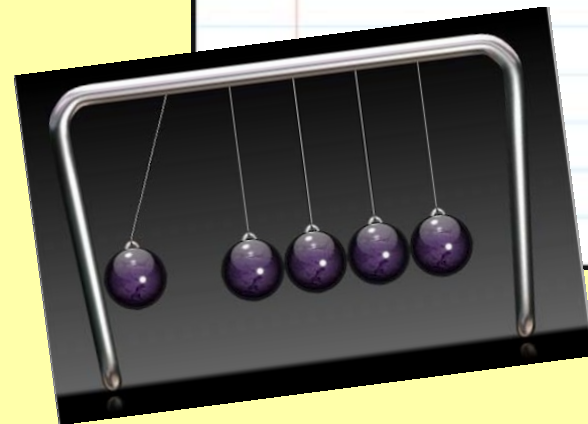


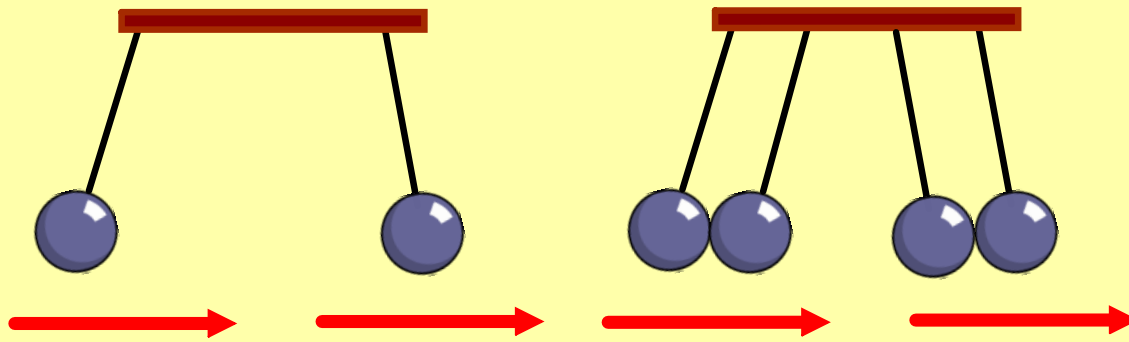
# Collisions

## Objectives:

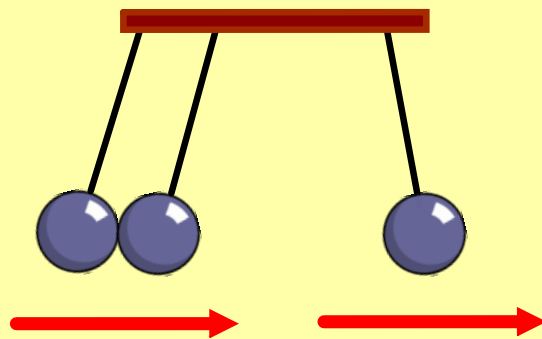
- Understand the significance of kinetic energy and momentum in elastic, perfectly inelastic, and inelastic collisions



# Newton's Cradle:



[http://commons.wikimedia.org/wiki/File:Newtons\\_cradle\\_animation\\_book.gif](http://commons.wikimedia.org/wiki/File:Newtons_cradle_animation_book.gif)

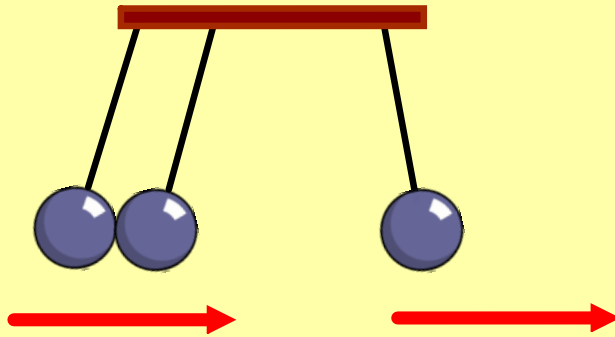


**Not possible!**

<https://www.msu.edu/user/brechtjo/physics/newtonBalls/newtonBalls.html>



## Newton's Cradle:



[http://commons.wikimedia.org/wiki/File:Newtons\\_cradle\\_animation\\_book.gif](http://commons.wikimedia.org/wiki/File:Newtons_cradle_animation_book.gif)

**If momentum is conserved . . .  
What would the velocity of the single ball be?**

**Why isn't this possible?**

<https://www.msu.edu/user/brechtjo/physics/newtonBalls/newtonBalls.html>

## Types of Collisions:

### Elastic:

**p is conserved**

**KE is conserved**

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- **no deformation**
- **objects of similar size & shape**

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### Elastic:

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**KE is conserved**

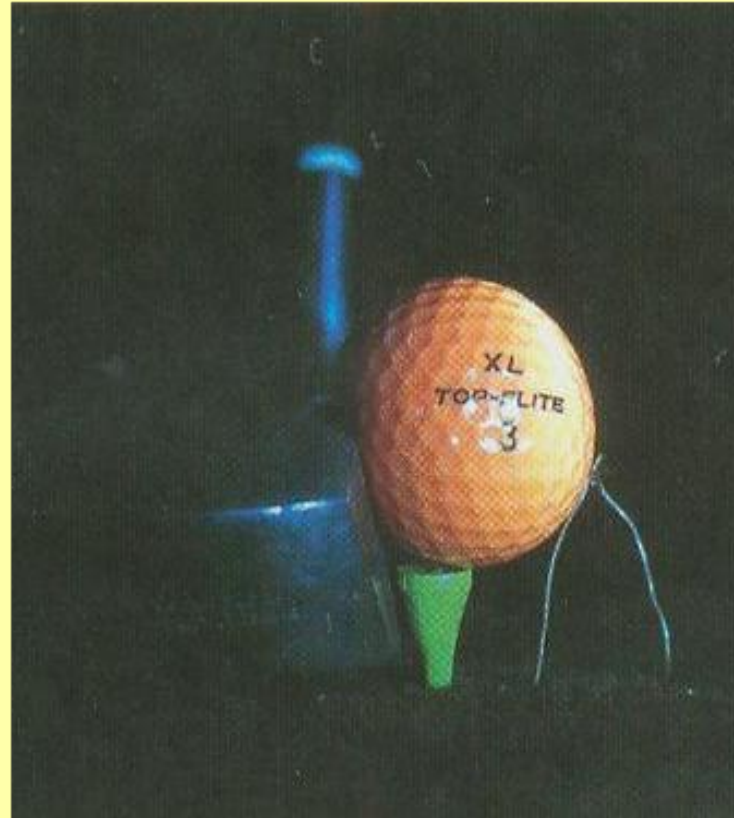
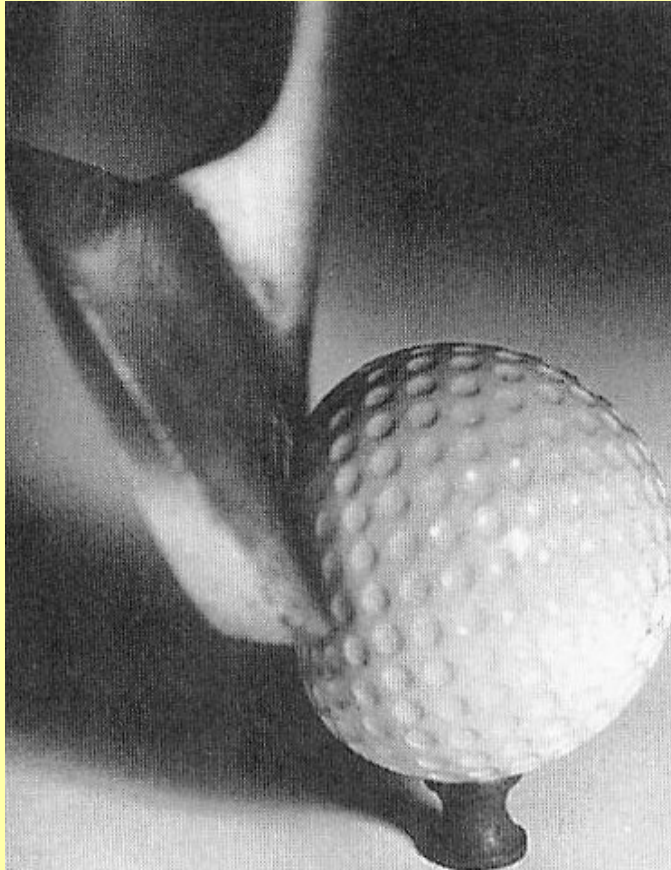
- microscopic collisions
- no deformation
- objects of similar size & shape

### Inelastic:

**p is conserved**  
**KE is lost**

**- KE lost in collision to deformation**

## Energy Lost to Deformation:

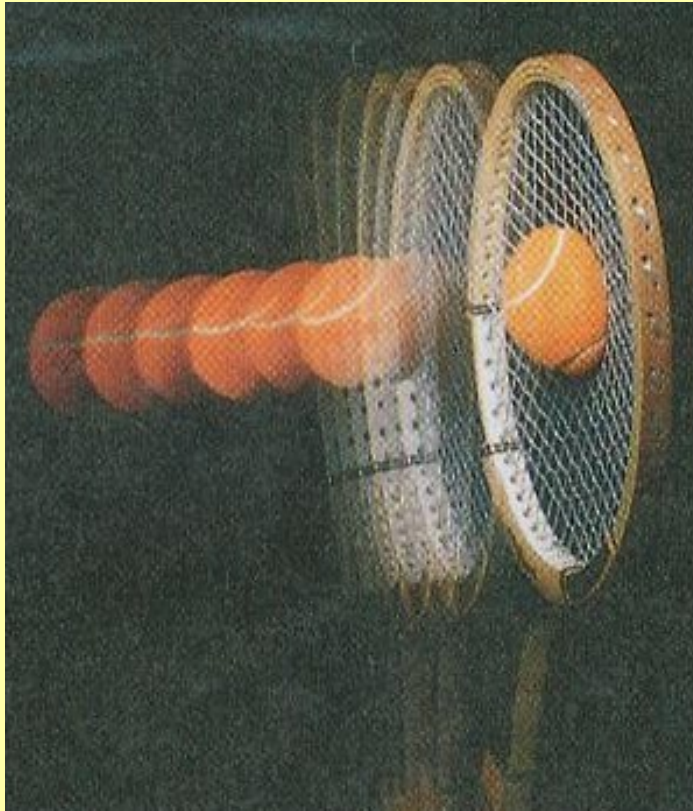


## Energy Lost to Deformation:





## Energy Lost to Deformation:



## Types of Collisions:

### Elastic:

**p is conserved**  
**KE is conserved**

- microscopic collisions
- no deformation
- objects of similar size & shape

### Inelastic:

**p is conserved**  
**KE is lost**

- KE lost in collision to deformation

### Perfectly Inelastic:

**p is conserved**  
**max KE is lost**

<http://www.walter-fendt.de/ph14e/collision.htm>

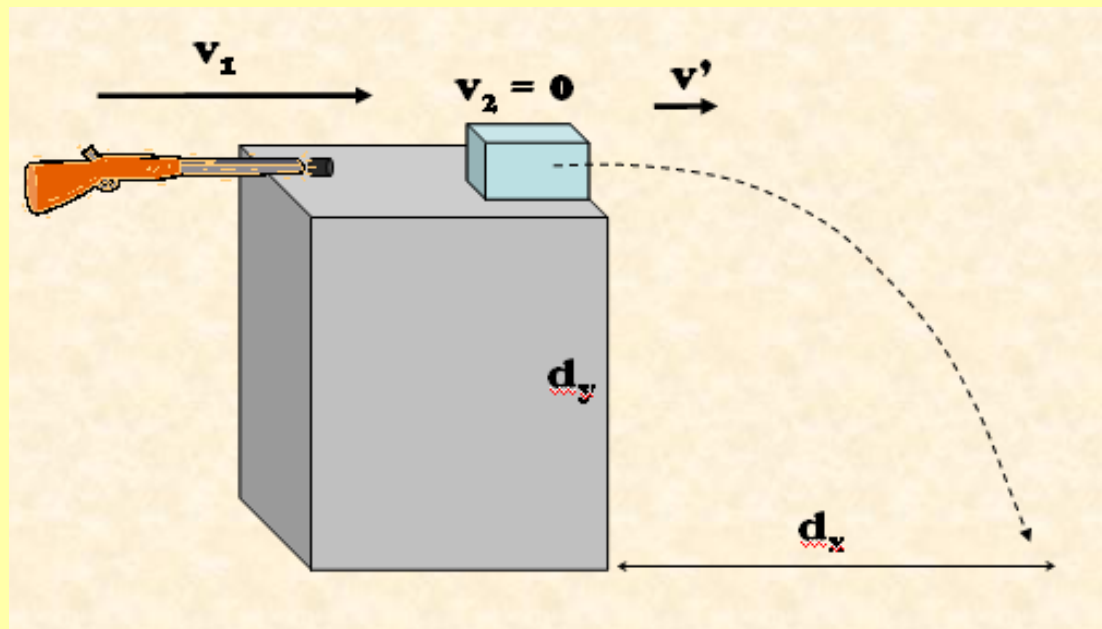


## **Ballistics:**

**- using momentum to determine velocity**

## Ballistics:

- using momentum to determine velocity
- use conservation of momentum during the collision
- may use projectiles after the collision



## Ballistics:

- using momentum to determine velocity
- use conservation of momentum during the collision
- may use projectiles after the collision
- **may use conservation of energy after the collision**

