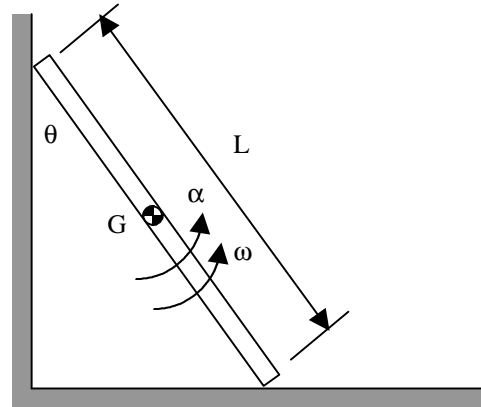


Problem P3

It is very important for you to do these modifications since this problem will be used in Lab #3.

A meterstick having a mass of 0.1 kg is released from rest in the position shown. Model the meterstick as a slender bar and assume it is released from rest at $\theta_0 = 30^\circ$ and all surfaces are frictionless.

**Determine:**

- a) the normal force between the stick and the vertical wall at any angle θ

To check your answer:

when $\theta = 30^\circ$ you should get $\alpha = 7.36 \text{ rad/s}^2$, and $N_B = 0.32 \text{ N}$
 when $\theta = 40^\circ$ you should get $\alpha = 9.46 \text{ rad/s}^2$, and $N_B = 0.27 \text{ N}$

- b) Determine the angle the bar will leave the wall assuming the bar is released from rest at angle $\theta_0 = 30^\circ$ (i.e. at what angle will the normal force between the vertical wall and the yardstick to zero). It is helpful to determine the normal force and plot it as a function of θ to get a feel for when it will be zero. Include this plot in your solution.
- c) Use the working model simulation you developed in Lab #1 to determine the angle the bar will leave the wall. Be sure to use all the same parameters as used in part b). In your WM simulation define a measure giving the normal force between the wall and the meterstick by selecting both objects and then going to the "Measure" menu and selecting "contact force". Include a snapshot of the simulation at the moment the meterstick leaves the wall.
- d) Compare your results from part b) and c)

Hints:

- 1) You need the angular velocity for any angle θ . The easiest way is to determine this is to use conservation of energy between some starting angle θ_0 and some final angle θ . You should be able to obtain $\omega = \sqrt{\frac{3g}{L}(\cos\theta_0 - \cos\theta)}$. To save time in solving this problem you may assume this relationship is given (just be sure that you could derive it if asked!)
- 2) You'll need the acceleration of the center of gravity as a function of θ which you found in problem P2 to be $\vec{a}_G = \frac{L}{2}[(\alpha \cos\theta - \omega^2 \sin\theta)\hat{i} - (\alpha \sin\theta + \omega^2 \cos\theta)\hat{j}]$. You do not need to rederive this.
- 3) In you Working Model solution make sure friction is zero.
- 3) Use Maple to solve the set of equations that you will get.