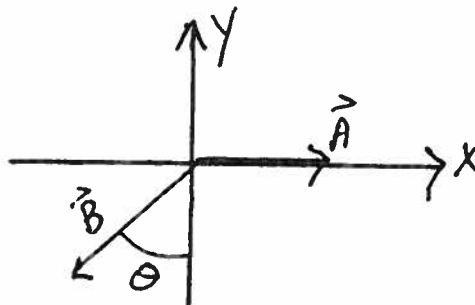


1. (20 Points) There are three vectors,  $\vec{A}$ ,  $\vec{B}$  and  $\vec{C}$ . The vectors  $\vec{A}$  and  $\vec{B}$  have known lengths A and B. The vector  $\vec{A}$  lies along the x axis and  $\vec{B}$  is at the known angle  $\theta$  shown below. What must be the components of the vector  $\vec{C}$  in order for the sum of the three vectors to be zero?



**Law or Definition**

**Application**

**Result**

2. (30 Points) A block is attached to the wall by some complicated spring-like device. It starts at the point  $x = A$  at time  $t = 0$  moving to the right with a velocity whose magnitude varies with time according to  $v(t) = c_1t - c_2t^2$  where  $c_1$  and  $c_2$  are known constants. How far will it travel before starting back to the left?

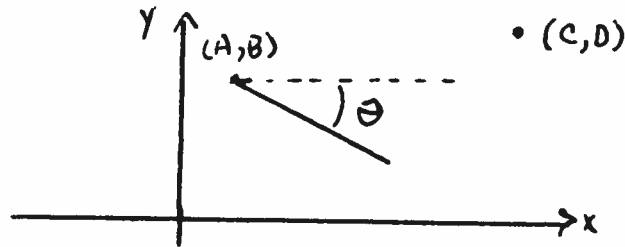


**Law or Definition**

**Application**

**Result**

3. (25 Points) This problem is continued in Problem 4. Two robots are placed at rest in the horizontal  $x,y$  plane: robot #1 at the point  $(A,B)$  and the robot #2 at the point  $(C,D)$ . At  $t = 0$  they begin to move. The first robot moves with a constant, known acceleration of magnitude  $k$ , for a known amount of time  $t_0$  seconds, along the line at the known angle  $\theta$  shown below. After  $t_0$  seconds it has zero acceleration. Find its  $x$  and  $y$  coordinates at the time  $t = t_0$  and its  $x$  coordinate as a function of time for any time greater than  $t_0$ .



**Law or Definition**

**Application**

**Result**

4. (25 Points) (The figure is shown in problem 3.) The second robot has an acceleration given by  $\vec{a}_2 = \alpha t \vec{i} + \beta t^2 \vec{j}$ . Here  $\alpha$  and  $\beta$  are constants but only  $\alpha$  is known. Obtain the algebraic equations that could be solved for  $\beta$  in order for the two robots to collide, assuming the first robot has known coordinates  $x_1(t)$  and  $y_1(t)$ .

**Law or Definition**

**Application**

**Result**