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Chapter Summary: 4.3. Newton's Second Law of Motion and the Vector Nature of Newton's Second Law of Motion: 4.7. The Gravitational Force: 4.8. The Normal Force and Static and Kinetic Frictional Forces: 4.10. The Tension Force: 4.11. Equilibrium Applications of Newton's Laws of Motion: 4.12. Nonequilibrium Applications of Newton's Laws of Motion ...

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(c) Displacement =  $7.0 \text{ m} ( 3.0 \text{ m}) = +10.0 \text{ m}$  3. SSM  
REASONING The average speed is the distance traveled divided by the elapsed time (Equation 2.1). Since the average speed and

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distance are known, we can use this relation to find the time.  
SOLUTION The time it takes for the continents to drift apart by 1500 m is Elapsed time = 5 10 yr Distance ...

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Cutnell, Physics, 8e: Chapter: Simulation Name: Simulation ID:  
Comments: Chapter 1: Vector Addition: sim43: Chapter 2:  
Constant Velocity Versus Constant Acceleration ... One  
Dimensional Constant Acceleration: sim01: Problem 2.59  
Graphical Analysis of Velocity: fig02\_05: Chapter 3: Firing a  
Bullet Vertically Upward from a Moving Car: fig03\_01 ...

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set (16) Which one of the following is an example of a vector  
quantity? A) Speed B) Distance C) Mass D) Displacement. D. Two  
displacement vectors have magnitudes of 4.0m and 3.0m  
respectively. The magnitude of their sum ...

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travels along a curved path between two points P and Q as  
shown. The displacement of the particle does not depend on A)  
the location of P. ... 3. Which one of the ...

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Chapter 3 Kinematics in Two Dimensions 38 3.3 Projectile Motion  
Projectile motion results when an object is thrown either horizontally through the air or at an angle relative to the ground. In both cases, the object moves through the air with a constant horizontal velocity, and at the same time is falling freely under the influence of gravity.

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