



CLASS XI - PHYSICS

MOTION IN A STRAIGHT LINE





Yaadhye sab?





- Mechanics
- Frame of Reference
- Rest and Motion
- Distance and Displacement
- Average Speed and Velocity
- Uniform Speed and Non-Uniform Speed
- Uniform Velocity and Non-Uniform Velocity



Mechanics deals with the motion of objects and it can be divided into two branches:



- Study of motion without considering the causes behind it.
- It explores how objects move, not why they move.

Dynamics



- Study of motion, along with the forces and reasons that cause it.
- It explains why objects move the way they do.



Examples of motion studied in Kinematics:

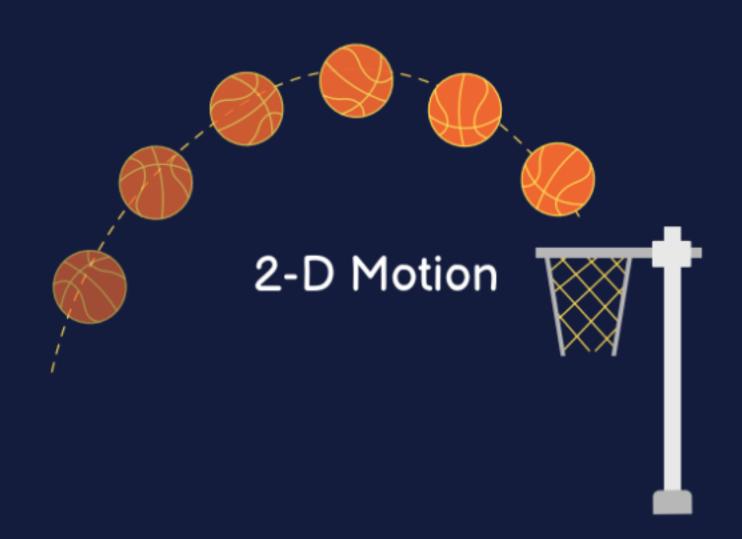
Motion along a straight line (1D motion)

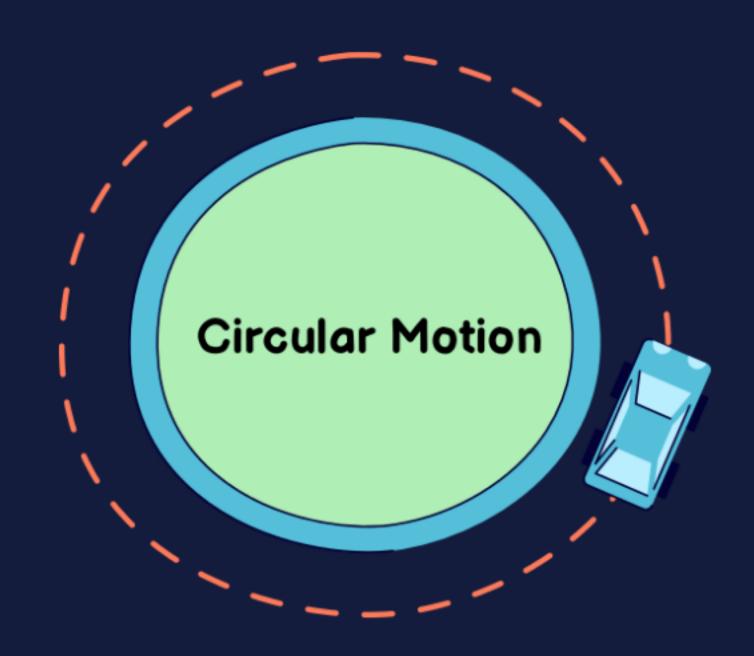
Motion in a plane (2D motion)

Circular motion

1-D Motion







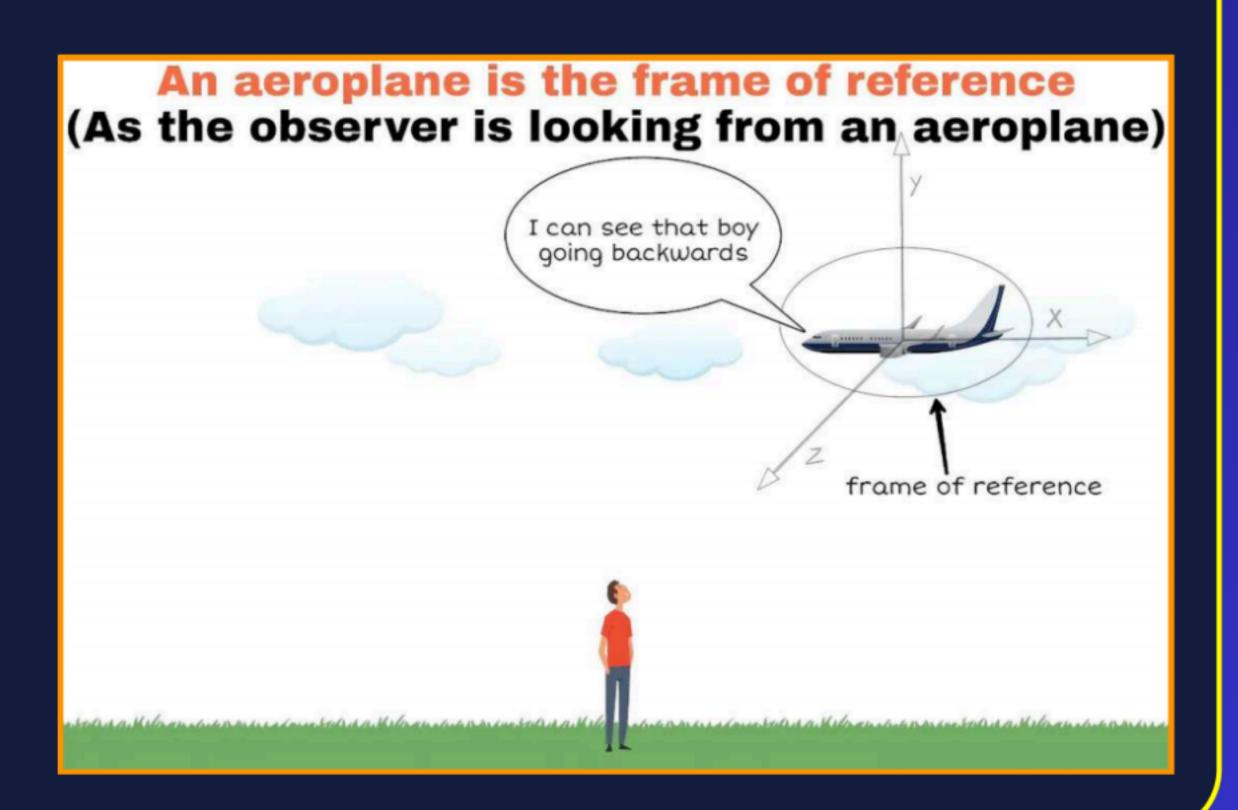


Frame of Reference

A frame of reference is a system used to describe the position, velocity, and motion of objects.

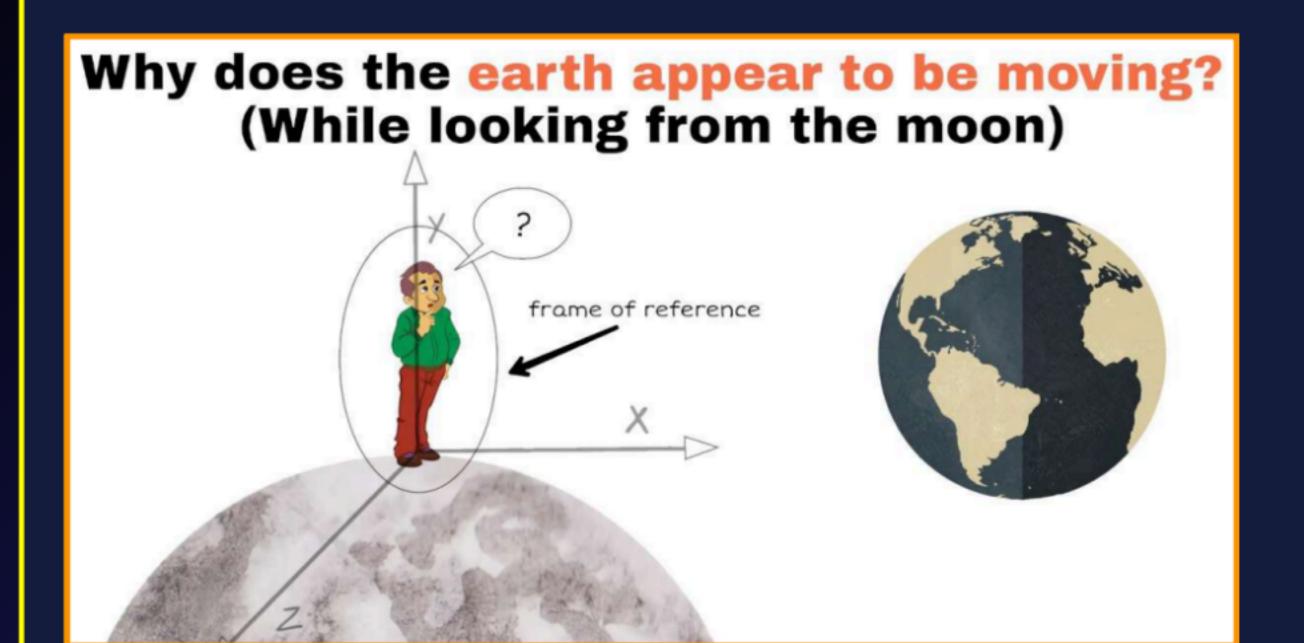
Everything depends on where you stand!

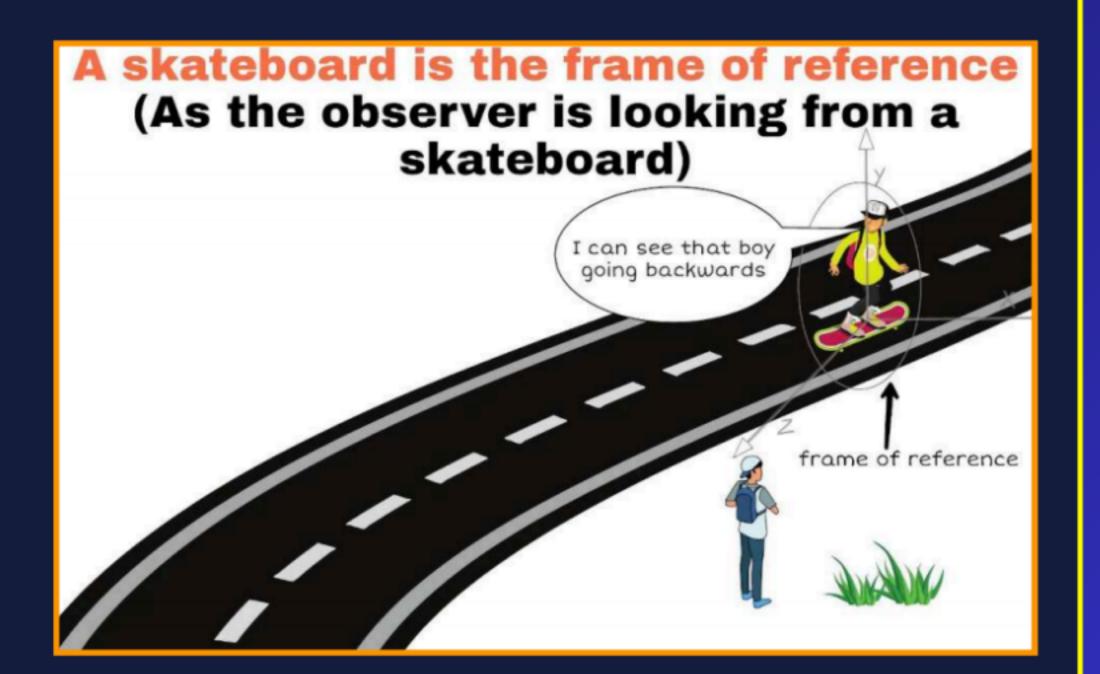




Rest Mintalal Sherd





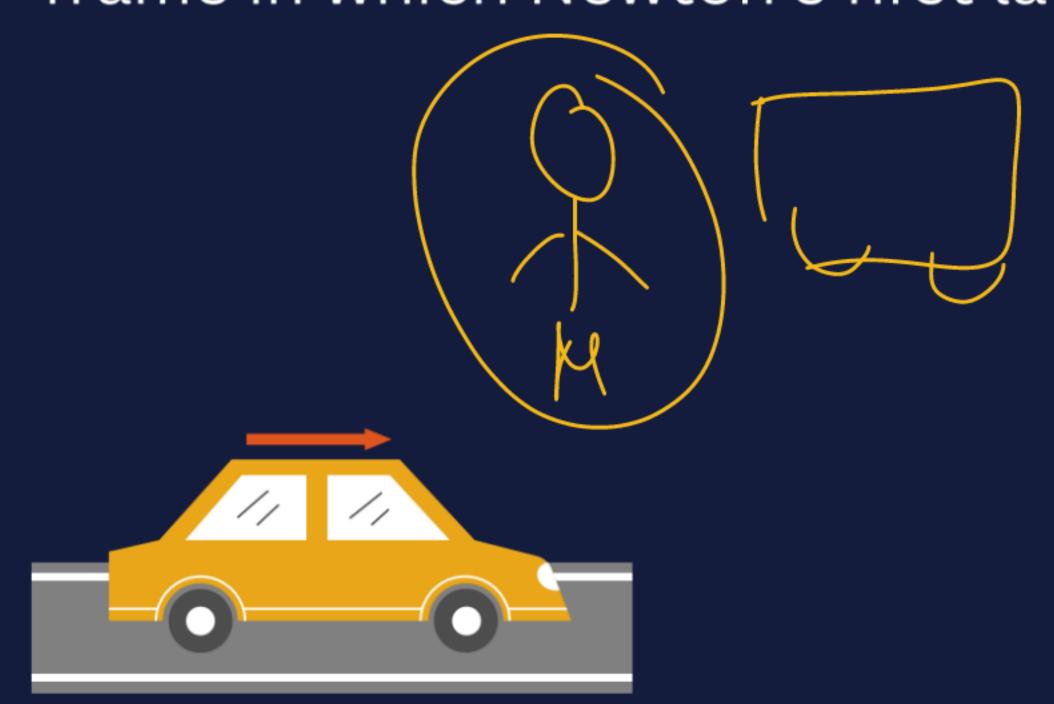




L+Same Motion Types of Frames of Reference:

Inertial frame of reference:

An inertial frame of reference is a concept in physics that refers to a frame in which Newton's first law of motion holds true.

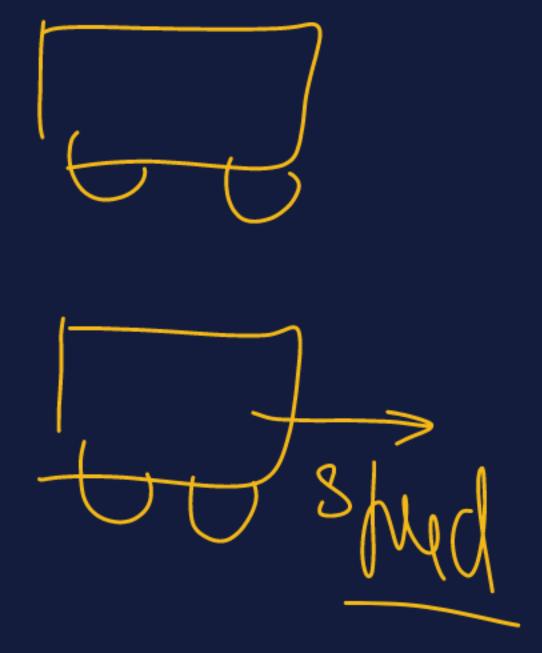


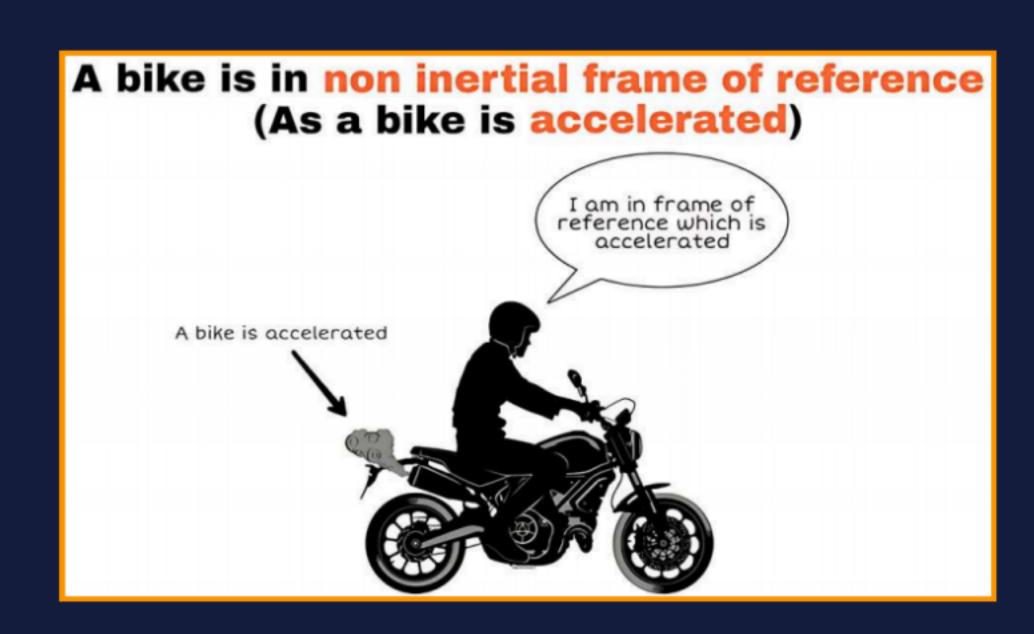
A bike is in inertial frame of reference (As a bike is at rest)



Non-inertial reference frame:

A non-inertial reference frame is a concept in physics that refers to a frame of reference that is subjected to acceleration.







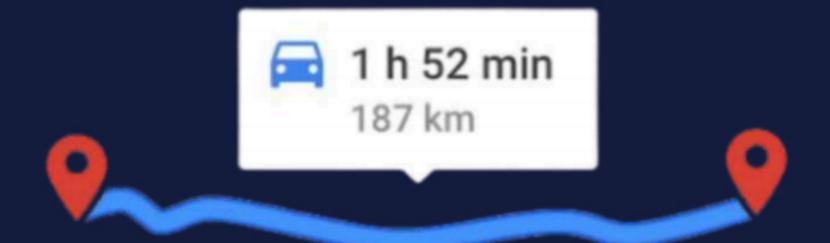


Distance

Distance is the total length of the actual path traveled by an object, irrespective of direction.

SI Unit = meter (m).

Example = Walking 3m east and then 4 m north \rightarrow Distance = 3 + 4 = 7m.





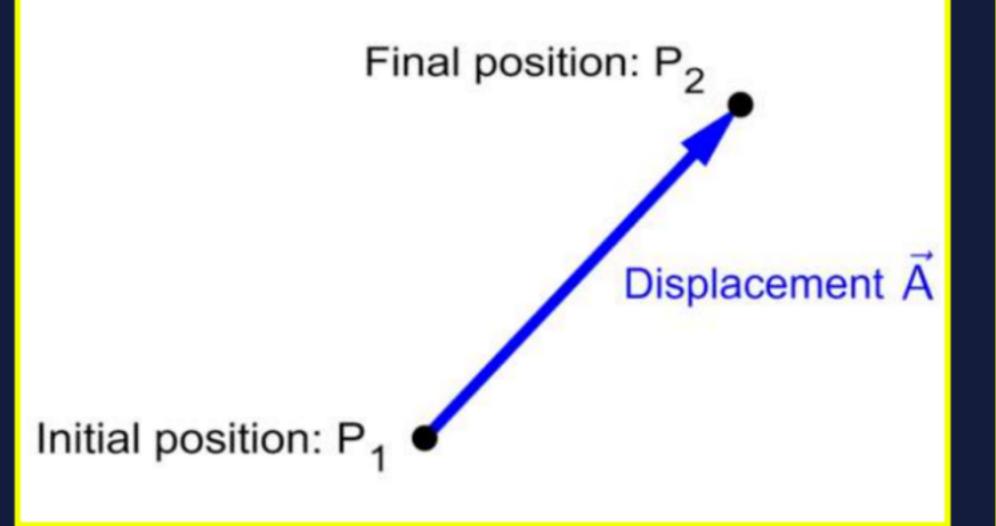
Displacement

Displacement is the shortest straight-line distance from the initial to

the final position of the object, considering direction,

SI Unit = meter (m).

Formula = $\Delta s = s_2 - s_1$ (change in position).

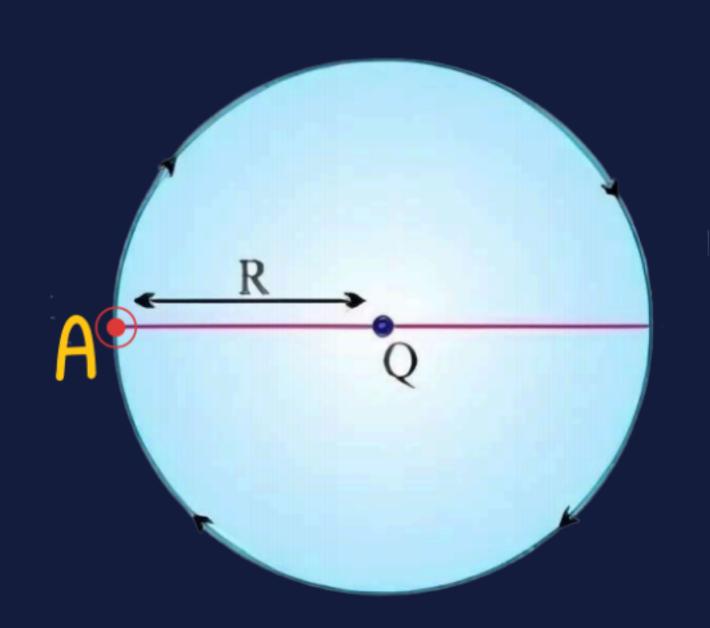


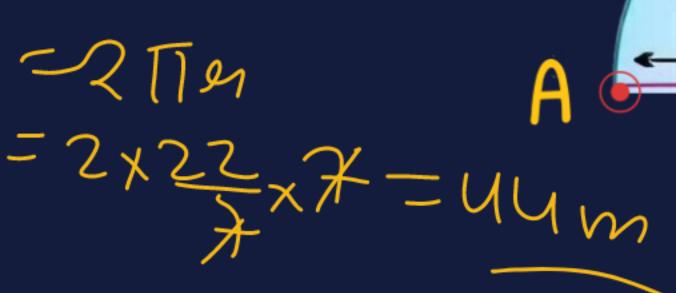


DISTANCE AND DISPLACEMENT IN CIRCULAR PATH:

Semi Circle (A to B)

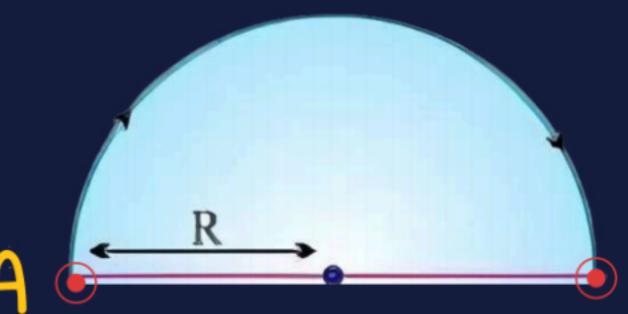
- Distance (D) = Circumference/2 = πr
- Displacement (s) = 2r

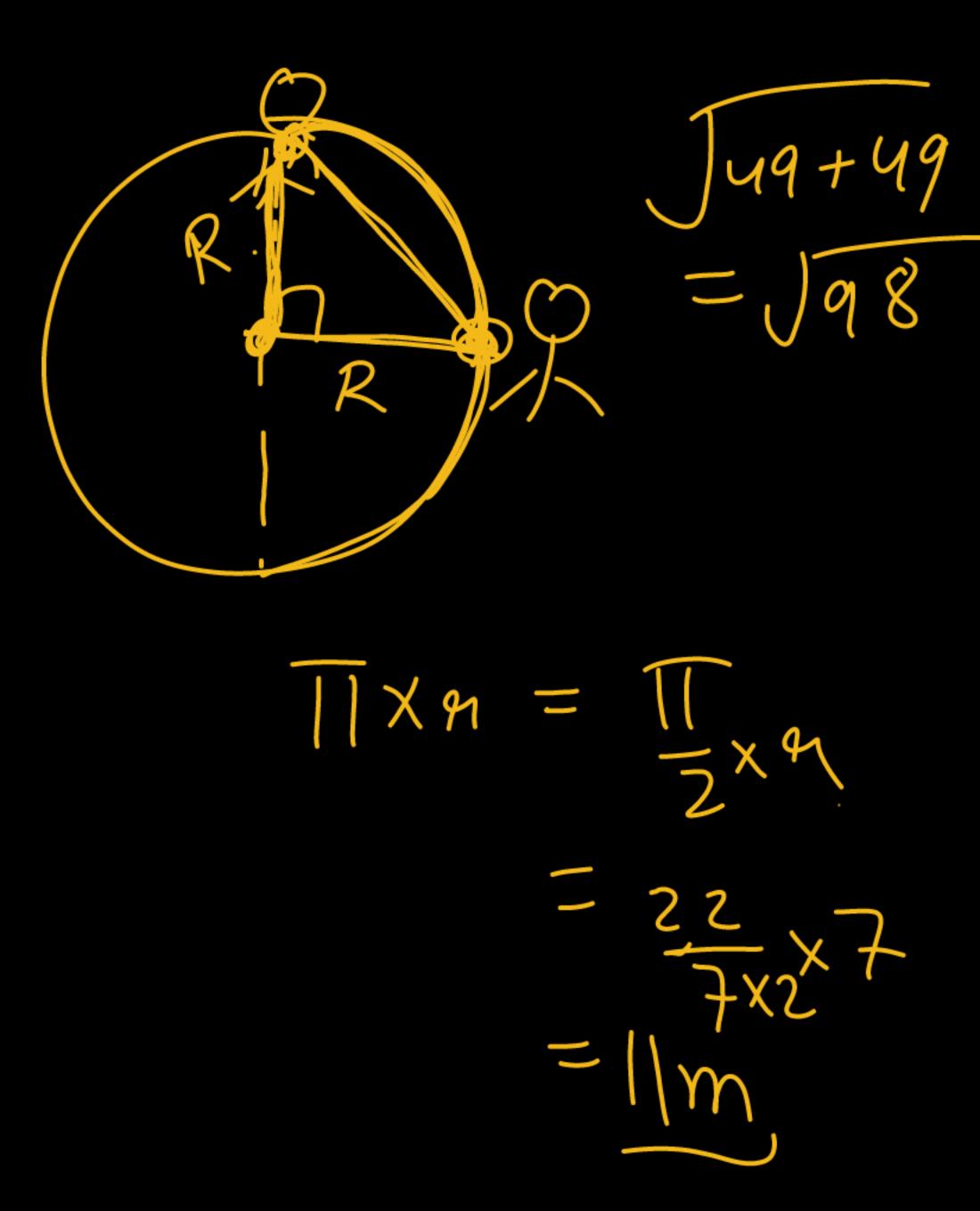


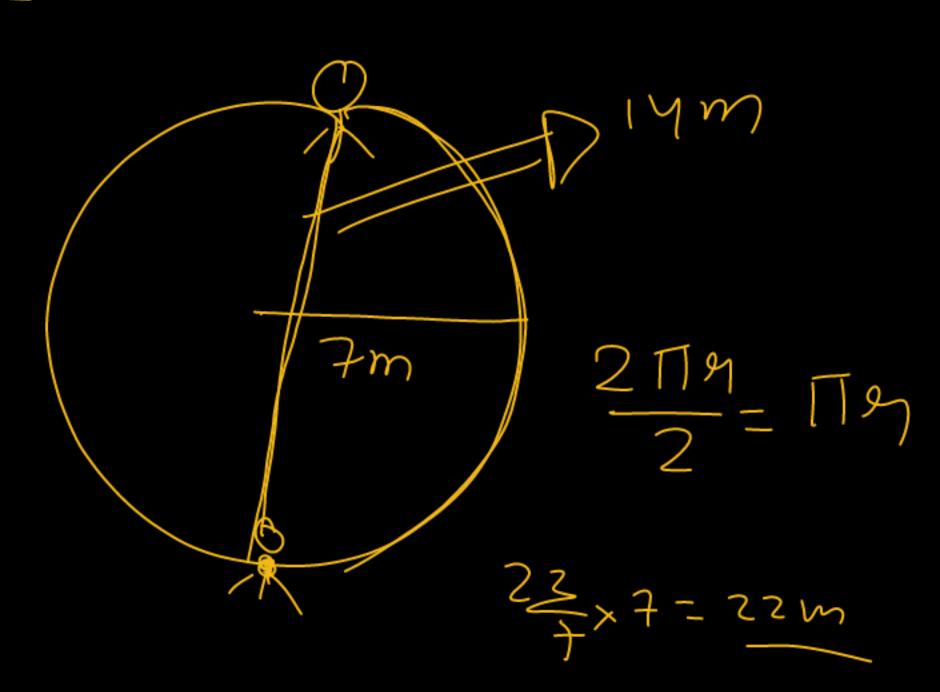


Full Circle(A to A)

- Distance (D) = Circumference = 2πr
- Displacement (s) = 0 (starts and ends at the same point).



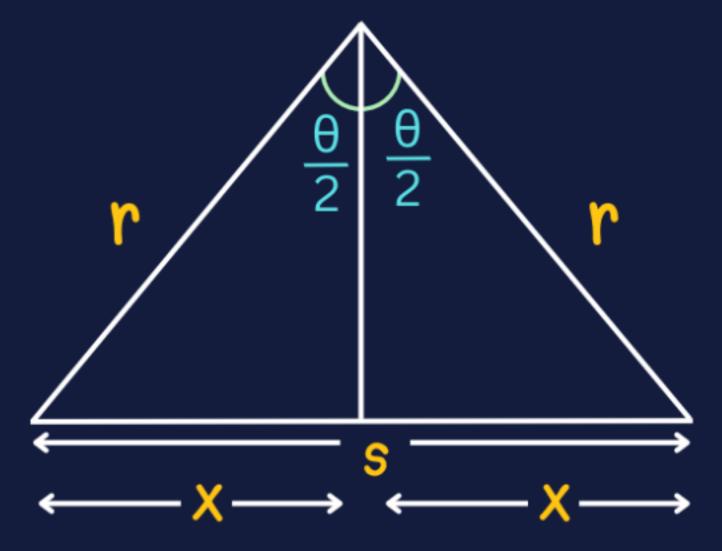


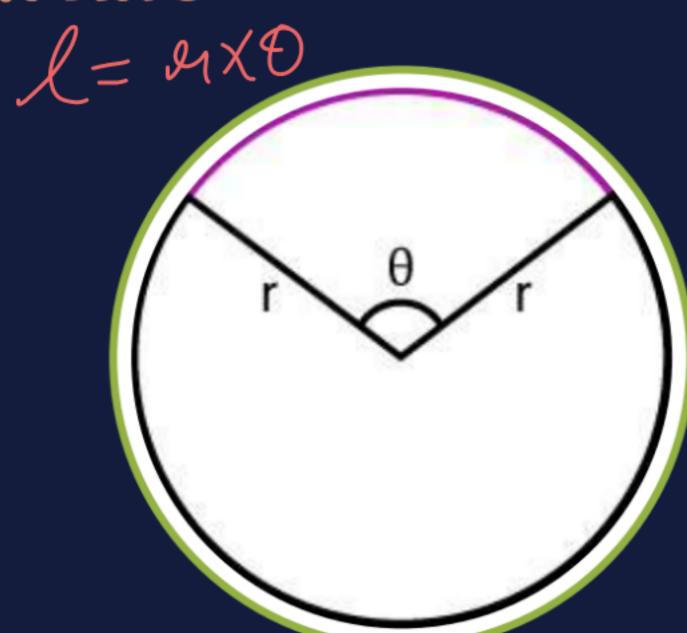




DISTANCE AND DISPLACEMENT IN CIRCULAR ARC:

- Arc Length (Distance): $D = R\theta$ (θ in radians)
- Displacement (chord length): $\Delta = 2R\sin(\theta)$

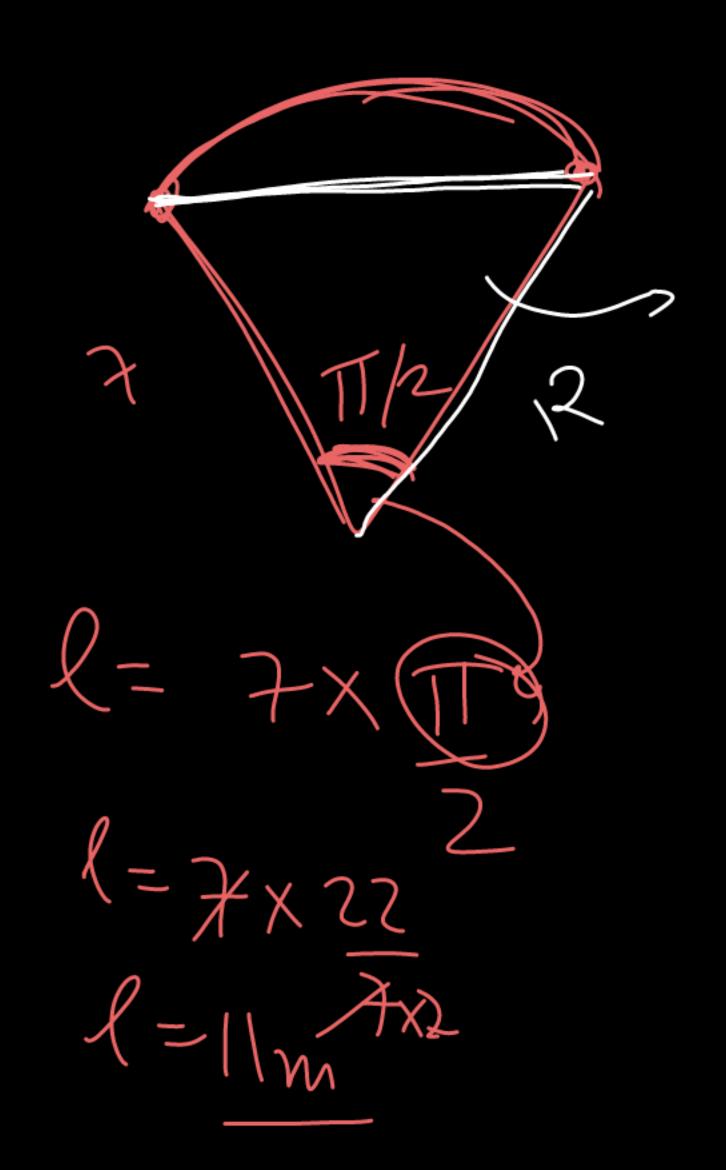


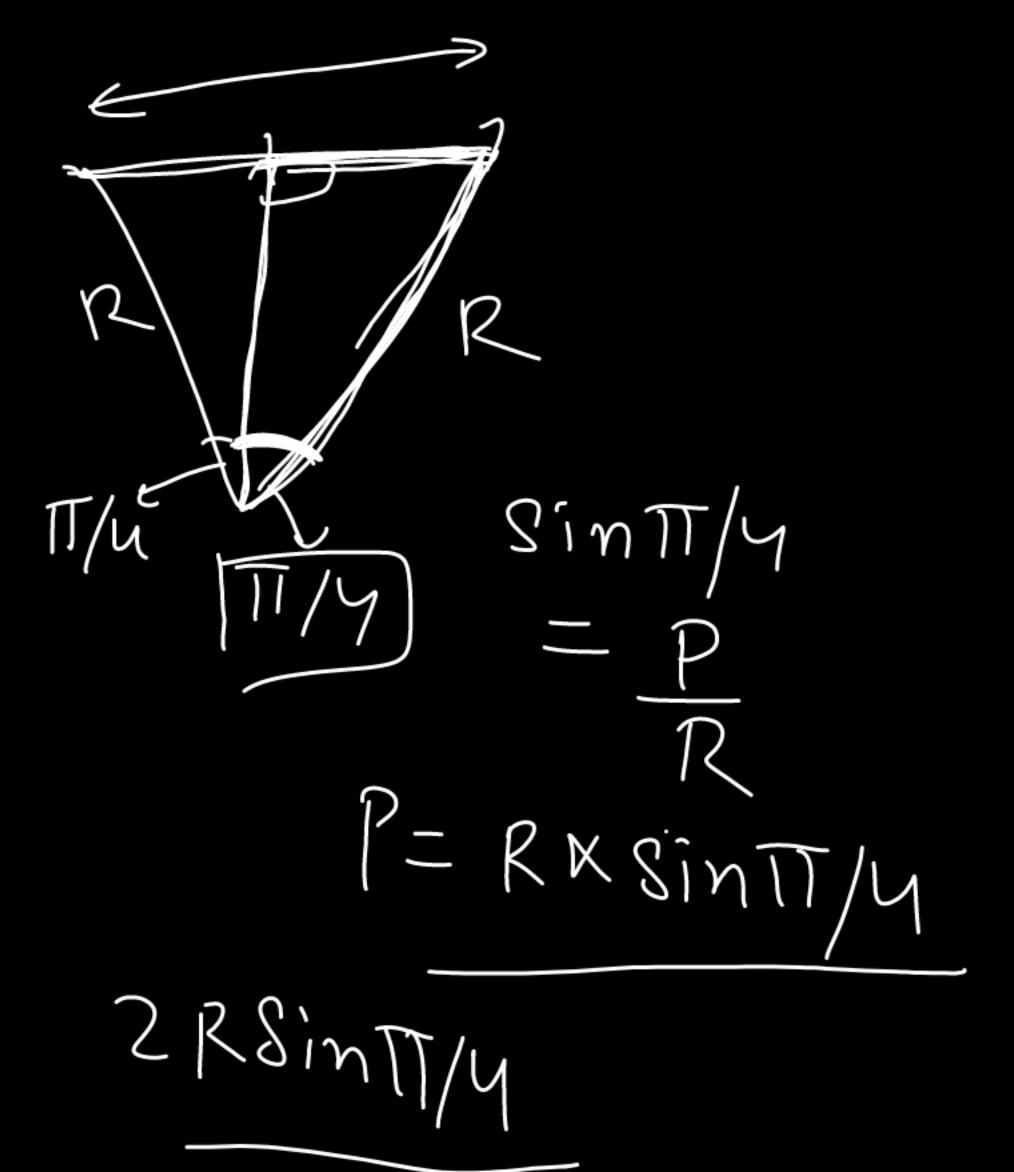


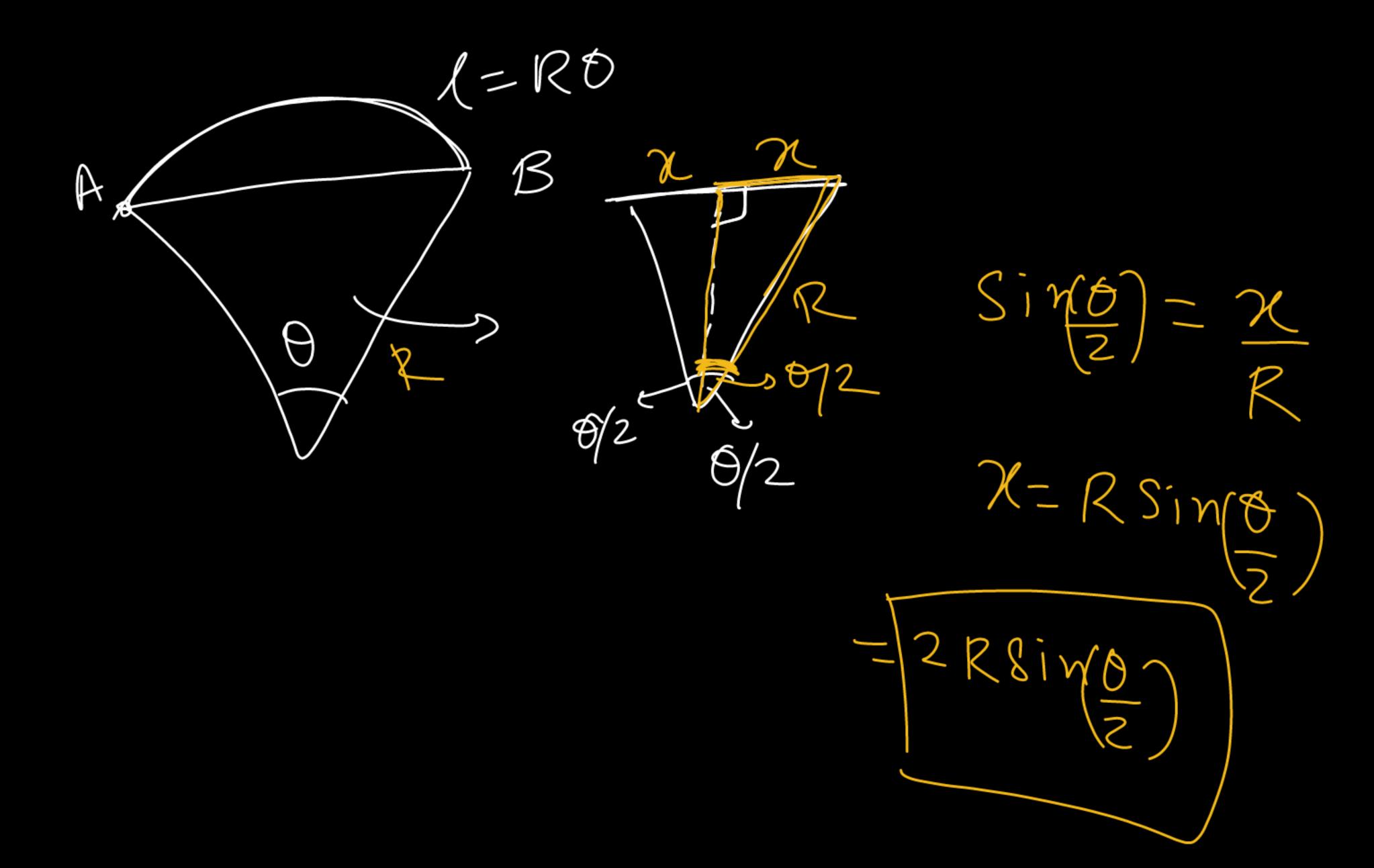
Since,
$$Sin\theta = P$$

$$\sin\left(rac{ heta}{2}
ight) = rac{x}{R} \Rightarrow x = R\sin\left(rac{ heta}{2}
ight) \Rightarrow \Delta = 2x = 2R\sin\left(rac{ heta}{2}
ight)$$



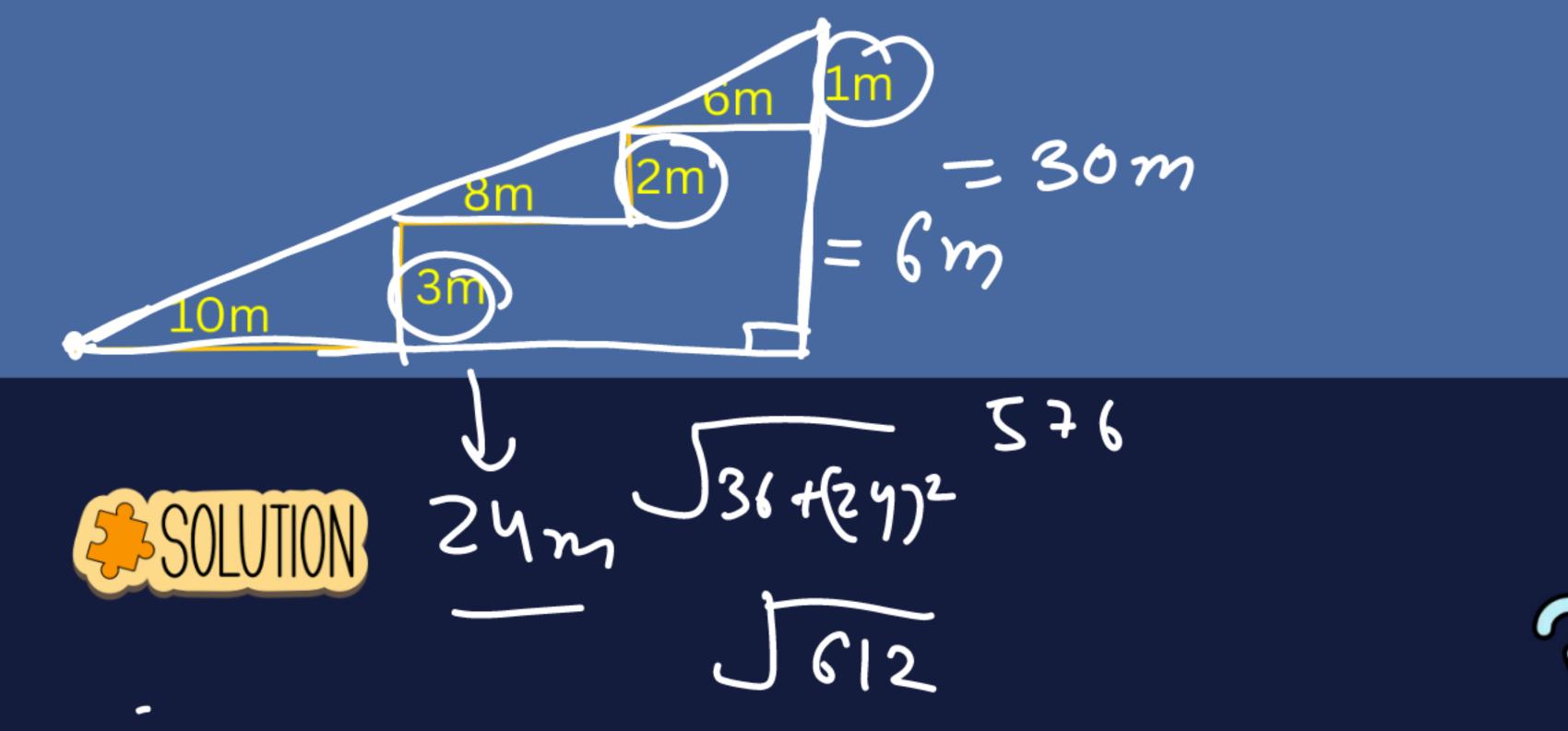








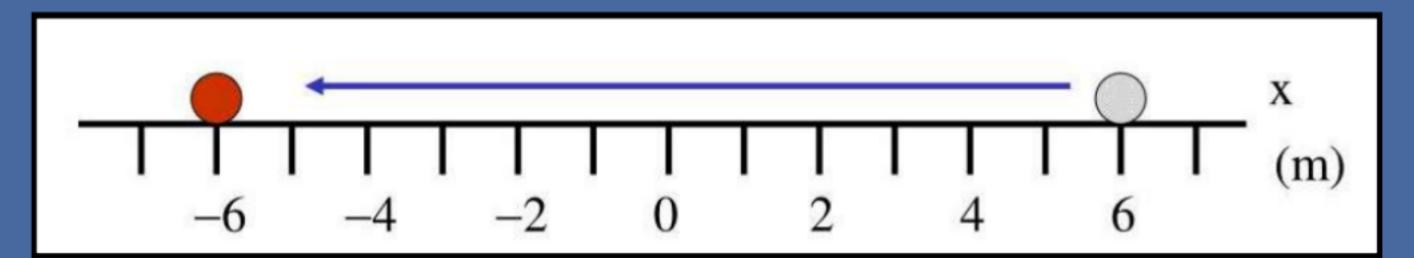
Ques. find distance and displacement?







Ques. Calculate displacement.



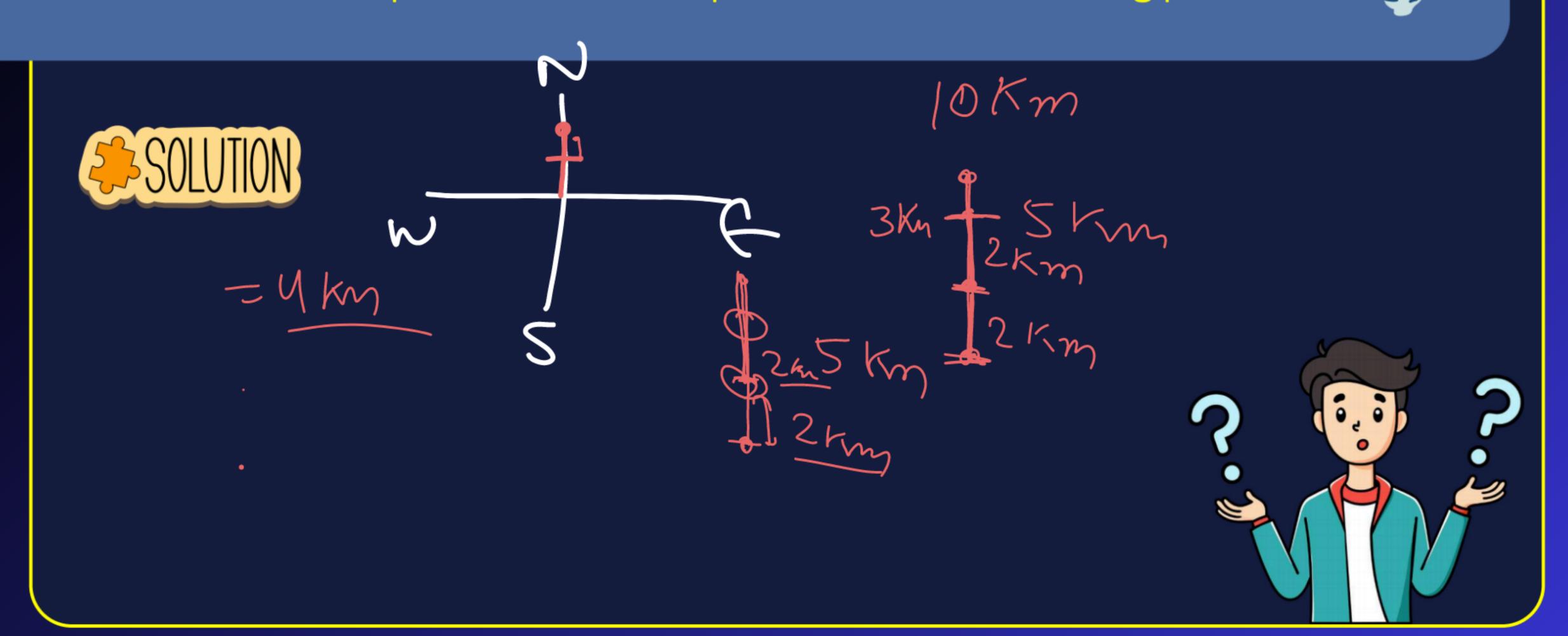






Ques. A person walks 5 km north, then 3 km south, and finally 2 km north. (i) What is the total distance travelled?

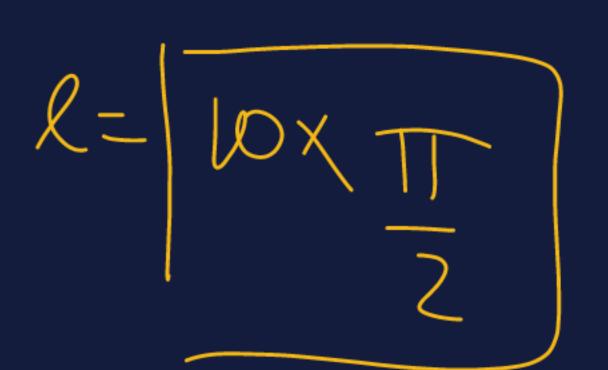
(ii) What is the displacement of the person from the starting point?

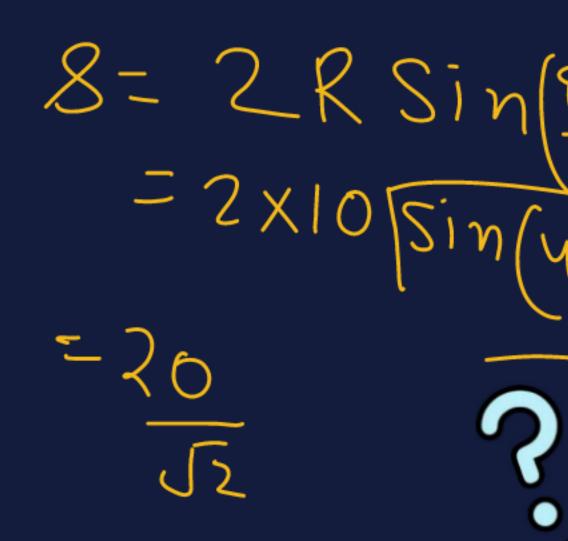


ВАТСН

Ques. A person walks along a circular path of radius 10 m for an angle of 90°. Calculate distance and displacement.













Speed is the rate of change of distance with respect to time.

It tells us how much distance an object covers in a given time interval.

Formula =
$$Speed = \frac{Distance traveled}{Time taken}$$



Distance When its Divided by Time:



Velocity DV&ctom

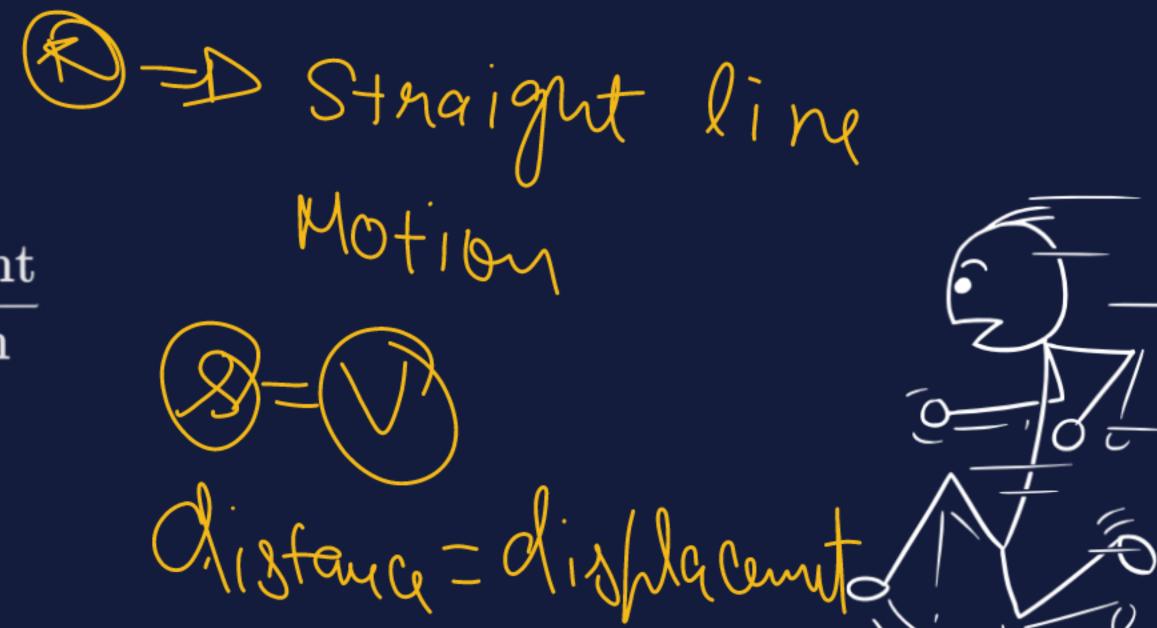
Velocity is the rate of change of displacement with respect to time.

Unlike speed, velocity considers direction, making it a vector quantity.

SI Unit = m/s

Formula =
$$Velocity = \frac{Displacement}{Time\ taken}$$





AVERAGE SPEED:



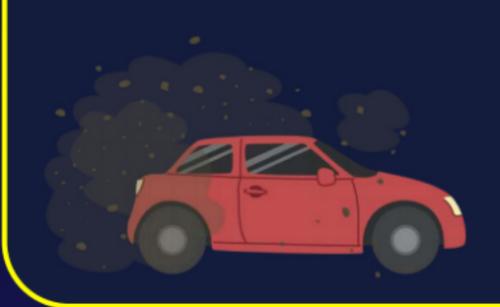
The total distance traveled by an object divided by the total time taken. It gives the rate at which an object covers distance.

Nature: Scalar quantity (only magnitude, no direction).

SI Unit: meters per second (m/s).

Dimensional Formulae: LT⁻¹





Avg. Speed = Total Distance
Total Time Taken



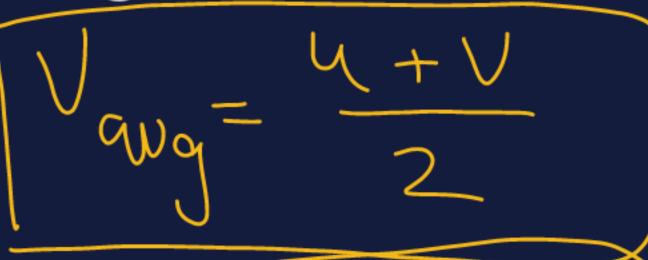
AVERAGE VELOCITY:

The total displacement of an object divided by the total time taken. It gives the rate at which an object changes its position.

Nature: Vector quantity (has both magnitude and direction).

SI Unit: meters per second (m/s).

Dimensional Formulae: LT-1





SPECIAL CASES:



1. Case When Time Intervals Are Equal

If a journey is divided into equal time intervals t, but different speeds are maintained in each segment:

$$V_{\text{avg}} = \frac{V_1 + V_2 + V_3 + \ldots + V_n}{n}$$

$$V_1 + V_2 + V_3 - \ldots - V_1$$

$$X_2 - X_3 - \ldots - X_3$$

$$V_2 - V_3 - \ldots - V_3$$

$$\chi_1 = 50 \chi$$

$$\chi_1 = 50 \chi_{max}$$



Distance in each segment: $x_i = V_i \cdot t$

Total distance:

$$D = x_1 + x_2 + + x_n = t(V_1 + V_2 + + V_n)$$

Total time:

$$T = nt$$

So,

$$V_{ ext{avg}} = rac{D}{T} = rac{t(V_1+V_2+\ldots+V_n)}{nt} = rac{V_1+V_2+\ldots+V_n}{n}$$



2. Case When Distance Segments Are Equal

If a journey is divided into equal distance intervals, but at different speeds:

- Let each segment have a distance x
- Speeds: V₁, V₂, V₃, ..., V_n
- ullet Time taken in each segment: $t_1=rac{x}{V_1}, \quad t_2=rac{x}{V_2}, \ldots$

So,
$$V_{\text{avg}} = \frac{\text{Total Distance}}{\text{Total Time}} = \frac{n \cdot x}{\frac{x}{V_1} + \frac{x}{V_2} + \dots + \frac{x}{V_n}} = \frac{n}{\left(\frac{1}{V_1} + \frac{1}{V_2} + \dots + \frac{1}{V_n}\right)}$$

100 km / hes total t 400

$$\frac{200 \text{ km/m}}{100}$$

$$\frac{1-2}{100}$$

$$\frac{1-2}{200}$$

$$\frac{100}{200}$$

$$\frac{100}{200}$$

 $t = \frac{100}{100}$ m $\frac{100 \text{ km}}{100 \text{ km}}$ $\frac{100 \text{ km}}{100 \text{ km}}$ $\frac{100 \text{ km}}{200 \text{ km}}$ $\frac{100 \text{ km}}{200 \text{ km}}$

Avg = total
$$d = 200$$

total $t = 1.5 = 133.33$

Ques. A car moves from point A to point B which is 100 m apart in a straight line. It then returns back from B to a point C which is 40 m away from A (on the same path).

The entire journey takes 20 seconds.

- (i) What is the total distance travelled by the car?
- (ii) What is the magnitude of displacement?
- (iii) What is the average speed and average velocity?



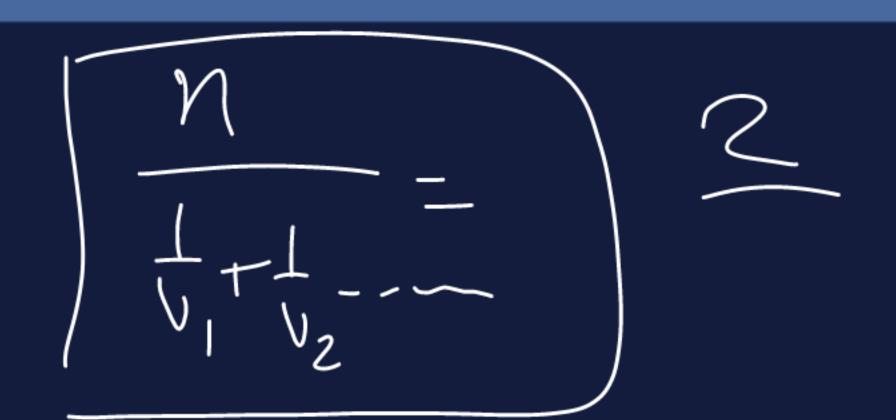
Ques. A car travels 30km at a uniform speed of 40km/h and the next 30km at a uniform speed of 20km/h. Find its average speed

A. 26.7 Km/h

B. 2.67 Km/h

C. 48.7 Km/h

D. 267 Km/h









- YIVAH BATCH

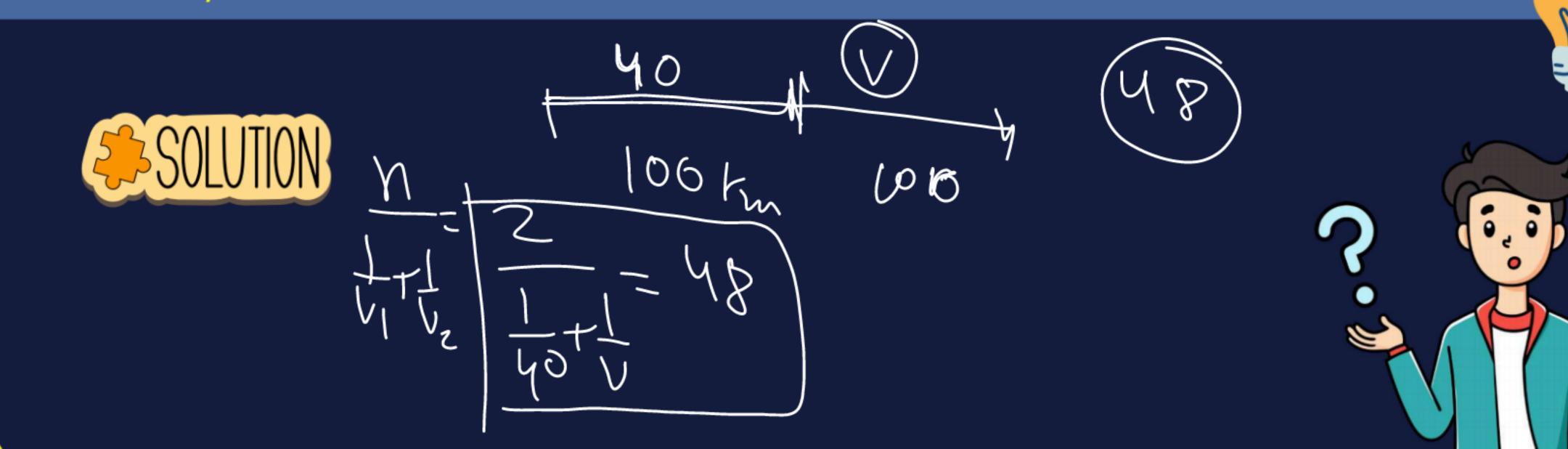
Ques. A car moves a distance of 200 m. it covers the first -half of the distance at speed 40 km/b and the second -half of distance at speed v km/h. the average speed is 48 km/h. Find the value of v [CBSE AIPMT 1991]

A.56 km/h

B. 60 km/h

C. 50 km/h

D. 48 km/h

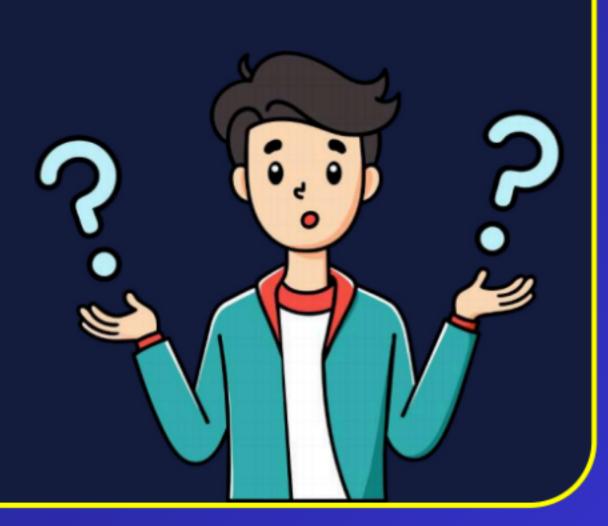




Ques. A car moves from X to Y with a uniform speed v₁, and returns to X with a uniform speed v₂. The average speed for this round trip is: [CBSE AIPMT 2007]

- A) $2v_dv_u / (v_d + v_u)$
- B) $(v_u v_d) / 2$
- C) $\sqrt{(v_u v_d)}$
- D) $(v_d + v_u) / 2$





A Refunenu Point

Qués) A police van moving on a highway with a speed of 30 km h fires a bullet at a thief's car speeding away in the same direction with a speed of 192 km h⁻¹. If the muzzle speed of the bullet is 180 KM h⁻¹ with what speed does the bullet hit the thief's car? (Note: Obtain that speed which is relevant for damaging the thief's car). [NCERT]



