Summary: Particle and Planar Rigid Body Kinetics

WHICH TOOL(s) TO USE?
Put effort up front deciding on which method(s) to use: *Newton-Newton/Euler*, *work/energy*, *linear impulse momentum* or *angular impulse momentum*. Use the Kinetics Table in Section 5.D of the lecture book as a guide.

PARTICLE or RIGID BODY?
How is a particle distinguished from a rigid body? For a *particle*, we have:

$$\sum \bar{M}_G = I_G \vec{\alpha} = \vec{0} \quad \text{(EITHER } I_G = 0 \text{ OR } \vec{\alpha} = \vec{0}\text{)}$$

THE FOUR-STEP PLAN: Follow it…it is your friend!

Kinetics Table

Method	Body model	Fundamental equations
Newton-Euler *(relating forces to accelerations)*	**particle**	$\sum \vec{F} = m\vec{a}$
	rigid body *(G = c.m. and A = any point on body)*	$\sum \vec{F} = m\vec{a}_G$ $\sum \vec{M}_A = I_A\vec{\alpha} + m\vec{r}_{G/A} \times \vec{a}_A$
Work-energy *(relating change in speed to change in position)*	**particle**	$T_1 + V_1 + U_{1\rightarrow 2}^{(nc)} = T_2 + V_2$ $\text{where } T = \frac{1}{2}mv^2$
	rigid body *(G = c.m. and A = any point on body)*	$T_1 + V_1 + U_{1\rightarrow 2}^{(nc)} = T_2 + V_2$ $\text{where } T = \frac{1}{2}mv_A^2 + \frac{1}{2}I_A\omega^2 + m\vec{v}_A \cdot (\vec{\omega} \times \vec{r}_{G/A})$
Linear impulse-momentum *(relating change in velocity to change in time)*	**particle**	$\int_{t_1}^{t_2} \sum \vec{F}\,dt = m\vec{v}_2 - m\vec{v}_1$
	rigid body *(G = c.m.)*	$\int_{t_1}^{t_2} \sum \vec{F}\,dt = m\vec{v}_{G2} - m\vec{v}_{G1}$
Angular impulse-momentum *(relating change in angular velocity to change in time)*	**particle** *(O = fixed point)*	$\int_{t_1}^{t_2} \sum \vec{M}_O\,dt = \vec{H}_{O2} - \vec{H}_{O1}$ $\text{where } \vec{H}_O = m\vec{r}_{P/O} \times \vec{v}_P$
	rigid body *(A = fixed point or c.m.)*	$\int_{t_1}^{t_2} \sum \vec{M}_A\,dt = \vec{H}_{A2} - \vec{H}_{A1}$ $\text{where } \vec{H}_A = I_A\vec{\omega}$