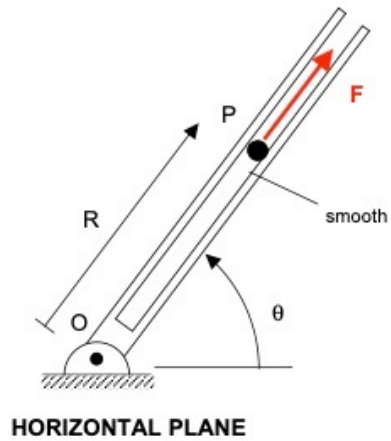
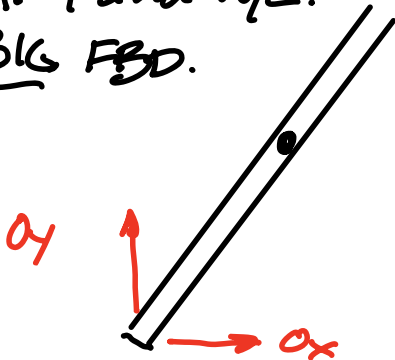


#1

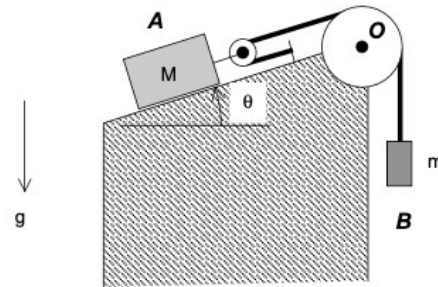


Determine the velocity of P after P has moved outward in the slot. Everything is smooth.

- Change in velocity where velocity has both radial and transverse comps. \Rightarrow AIM and W/E. BIG FBD.



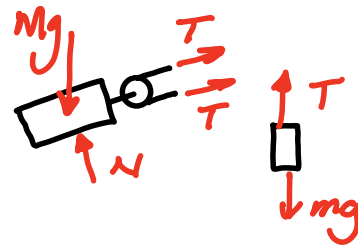
#2



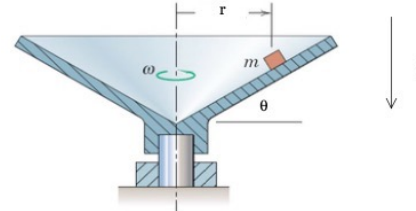
Determine the accelerations of A and B on release. Everything is smooth.

- Relate accelerations to forces \Rightarrow Newton.

- Individual FBDs

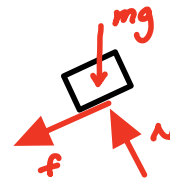


#3



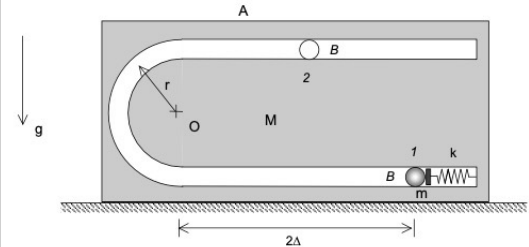
Determine the maximum ω for no slip. Friction present.

- Relate accelerations to forces \Rightarrow Newton
- Individual FBDs



(Friction points inward since impending motion outward)

#4



Determine the velocities of A and B at position 2. Everything is smooth.

- Change in velocity.
- Need both W/E and LHM for the two velocities \Rightarrow BIG FBD!

