

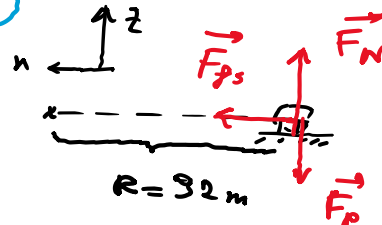
5.8 2^{ème} loi de Newton : $\sum F_n = m \frac{v^2}{r} \Rightarrow v = \left(\frac{r}{m} \sum F_n \right)^{1/2}$
 $= \left(\frac{0,25}{0,015} \cdot 0,028 \right)^{1/2} = \underline{\underline{0,68 \text{ m/s}}}$

5.9 (a). $F_T = \text{force "normale"} = m \frac{v^2}{r}$
 $v = \frac{2\pi r}{T} \Rightarrow F_T = m \cdot \frac{4\pi^2 r}{T^2} = m \cdot \frac{4\pi^2 r}{T^2} = 0,012 \cdot \frac{4\pi^2 \cdot 0,1}{0,5^2}$
 $= \underline{\underline{0,19 \text{ N}}}$

(b). si v double, F_T quadruple !

5.10 2^{ème} loi de Newton : $\sum F = F_T = m \frac{v^2}{r}$
 $\Rightarrow r_{\min} = \frac{m v^2}{F_{T \max}} = \underline{\underline{3,3 \text{ m}}}$

5.11



2^{ème} loi de Newton : $\sum \vec{F} = \vec{F}_{gs} + \vec{F}_N + \vec{F}_p = m \vec{a}_n$
 Sur z : $F_N = F_p = m g$
 Sur n : $F_{gs}^{\max} = m \frac{v^2}{r} = \mu_s F_N = \mu_s m g$
 $\Rightarrow \mu_s = \frac{v^2}{r g} = \underline{\underline{0,75}}$