

Final Exam, Spring 2006: Problem 1 (Particle Kinematics)

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1. (25 points) After a race restart, a stock car enters a circular curve with a speed of 100 fps, increasing at  $10 \text{ fps}^2$ . When the car is  $60^\circ$  into the curve, please write, for the car: (as polar or Cartesian vectors)

- (a) The velocity vector,  $\mathbf{v}$ .
- (b) The acceleration vector,  $\mathbf{a}$ .



