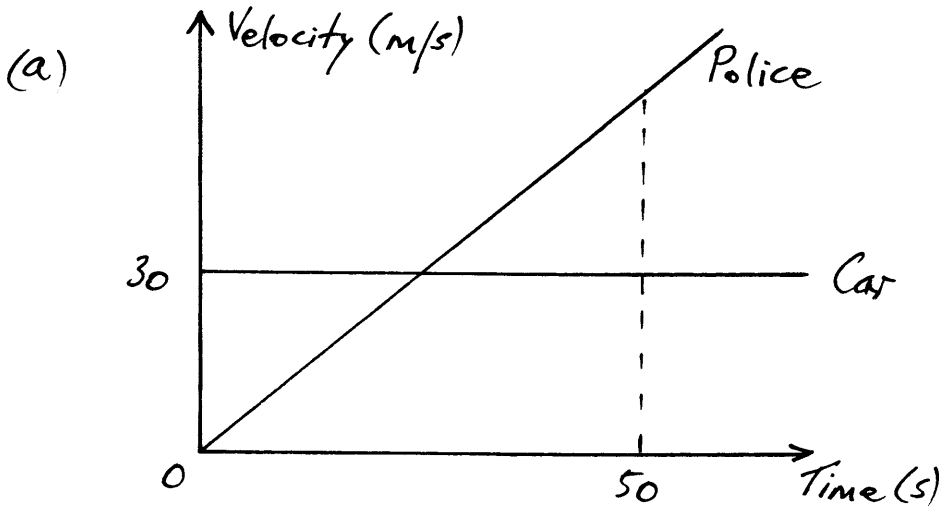


Solution to Example 4 :

$$\begin{aligned} V_c &= 30 \text{ ms}^{-1} \\ u_p &= 0 \text{ ms}^{-1} \\ V_p &= ? \\ t &= 50 \text{ s, for police to catch car} \end{aligned} \quad \left\{ \begin{array}{l} \text{Subscript } c = \text{car} \\ \text{Subscript } p = \text{police} \end{array} \right.$$



(b) For police to catch car, the distance travelled by police must equal distance travelled by car since beginning of the chase.

$$\begin{aligned} \therefore \text{Area under police car graph} &= \text{Area under car graph} \\ \frac{1}{2} \times 50 \times V_p &= 30 \times 50 \\ \therefore V_p &= 60 \text{ ms}^{-1} \end{aligned}$$

\therefore Police car reaches 60 ms^{-1} as it catches the car. (WOW - what a police car!)

(c) From graph : $a_p = \frac{\Delta V}{\Delta t} = \frac{60}{50} = 1.2 \text{ ms}^{-2}$.

Acceleration of police car is 1.2 ms^{-2} in direction of motion.