

CINEMÁTICA

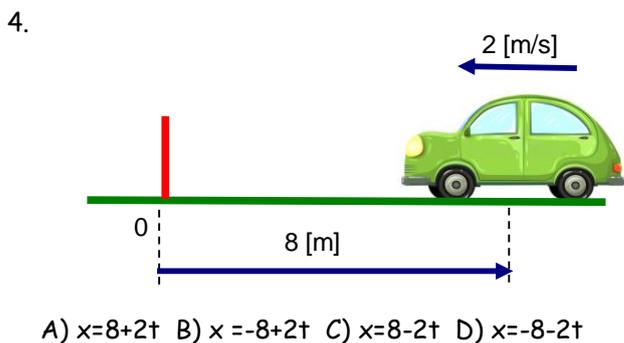
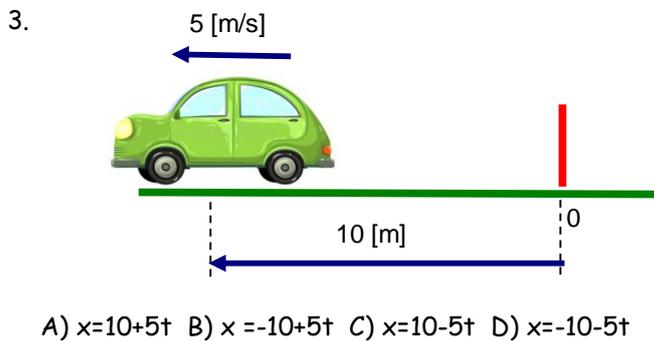
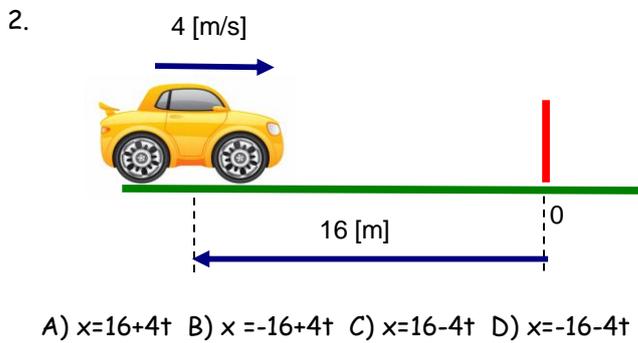
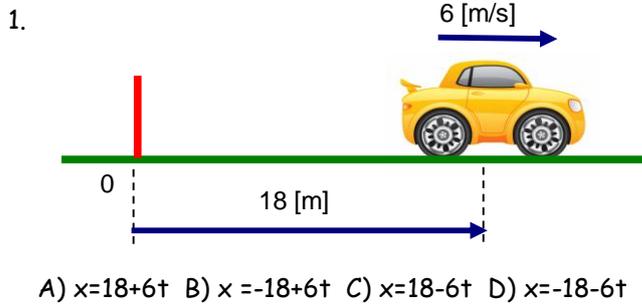
Movimiento Rectilíneo Uniforme

Problemas del tipo "A"

A partir del dibujo, que representa un M.R.U.

a) Determinar la ecuación : $x - t$.

b) Dibujar la gráfica : $x - t$

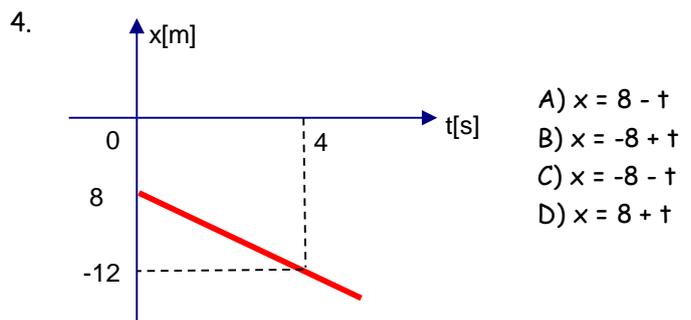
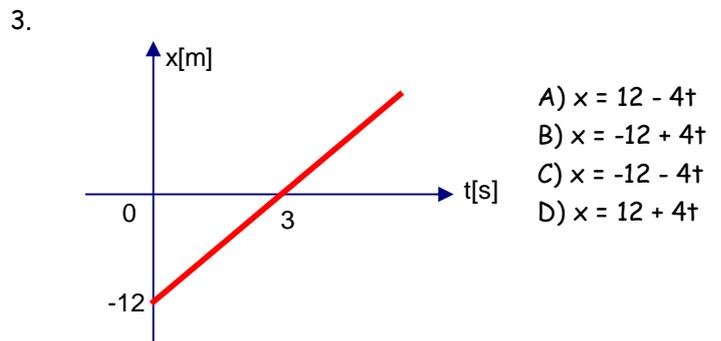
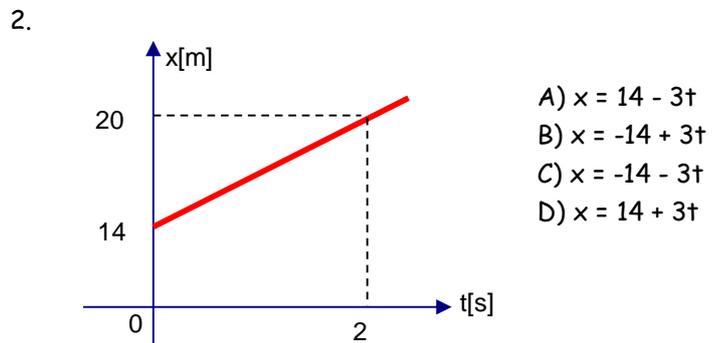
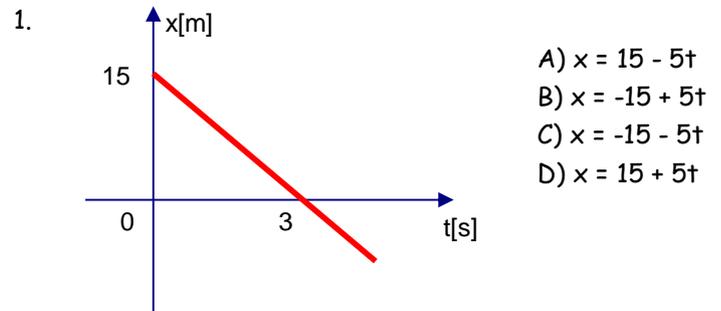


Problemas del tipo "B"

A partir del gráfico, que representa un M.R.U.

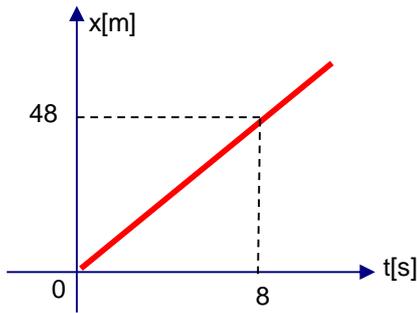
a) Determinar la velocidad y la posición inicial.

b) Hallar la ecuación : $x - t$.



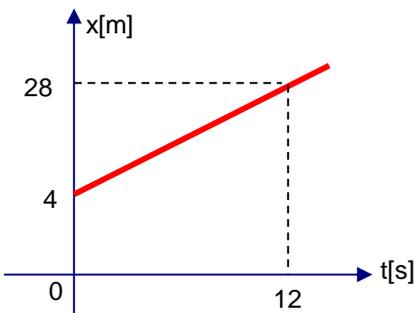
Problemas del tipo "C".

1. Determinar la velocidad del móvil para $t=3[s]$.



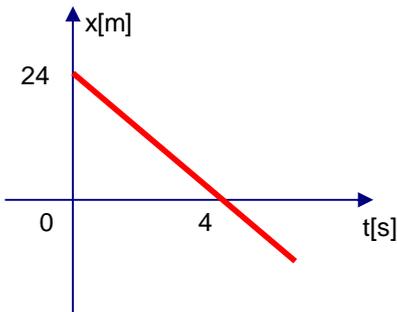
- A) 3 [m/s]
- B) 4 [m/s]
- C) 5 [m/s]
- D) 6 [m/s]
- E) 8 [m/s]

2. Determinar la velocidad para $t= 4[s]$.



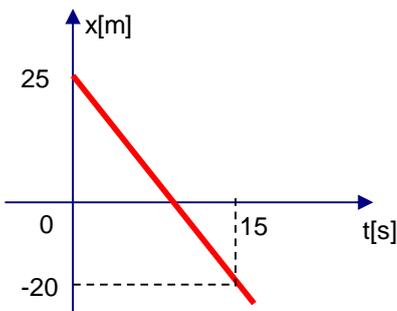
- A) 10 [m/s]
- B) 8 [m/s]
- C) 4 [m/s]
- D) 6 [m/s]
- E) 2 [m/s]

3. Determinar la velocidad del móvil en $t=5[s]$.



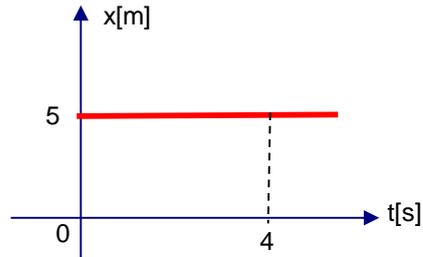
- A) +4 [m/s]
- B) -4 [m/s]
- C) +8 [m/s]
- D) -8 [m/s]
- E) -2 [m/s]

4. Determinar la velocidad del móvil en $t=10[s]$.



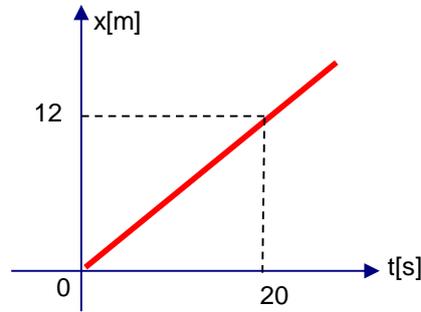
- A) 2 [m/s]
- B) -6 [m/s]
- C) +4 [m/s]
- D) -2 [m/s]
- E) -3 [m/s]

5. Determinar la velocidad del móvil para $t=10[s]$.



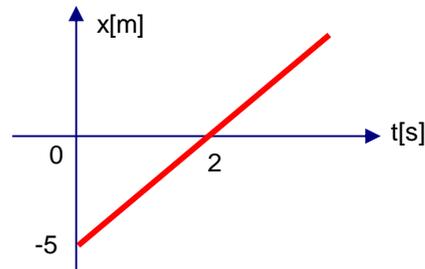
- A) 1 [m/s]
- B) 2 [m/s]
- C) 3 [m/s]
- D) 4 [m/s]
- E) 5 [m/s]

6. Determinar la posición del móvil para $t=5[s]$.



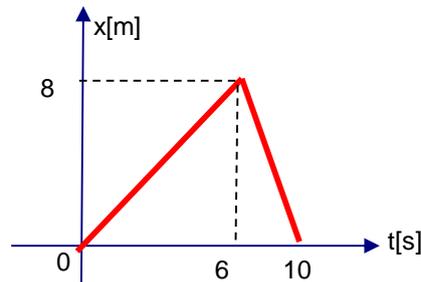
- A) 3 [m]
- B) 6 [m]
- C) 8 [m]
- D) 4 [m]
- E) 7 [m]

7. Determinar la posición del móvil para $t=6[s]$.



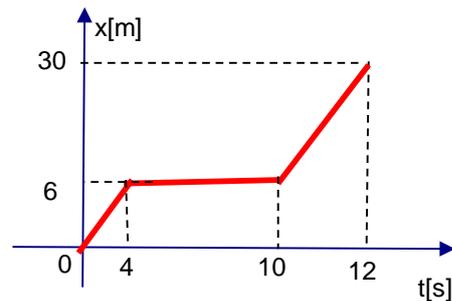
- A) 5 [m]
- B) 10 [m]
- C) 15 [m]
- D) 20 [m]
- E) 7 [m]

8. Determinar la velocidad del móvil en $t=8[s]$.



- A) +4 [m/s]
- B) -4 [m/s]
- C) -6 [m/s]
- D) 2 [m/s]
- E) -2 [m/s]

9. Determinar la velocidad del móvil en $t=8[s]$.



- A) +4 [m/s]
- B) 0 [m/s]
- C) 6 [m/s]
- D) 2 [m/s]
- E) -2 [m/s]

