### How to Solve Static Tension Problems

Without Knowing the Tensions!

#### Find the Tension in the Strings



# First look at the Object and $T_3$

• Free Body Diagram of the Box



# First look at the Object and $T_3$

• Set up the Fnet Equation



### First look at the Object and T<sub>3</sub>

• Fnet= $T_3$ - $F_g$ 



# First look at the Object and $T_3$

- Fnet= $T_3$ - $F_g$
- Since the Box is not moving a<sub>net</sub>=0

Therefore Fnet=0 T<sub>3</sub>  $0=T_3-F_g$ T<sub>3</sub>=F<sub>g</sub> T<sub>3</sub>=m(9.8m/s/s) T<sub>3</sub>=10kg(9.8m/s/s) T<sub>3</sub>=98N

### Back to the original problem: Find the Tension in the Strings



#### Draw a Free Body Diagram



#### Find the x and y components of each



#### Set up the Fnet in x

 $F_{x net} = T_2 \cos 70 - T_1 \cos 60$ 



#### Set up the Fnet in y

 $F_{y net} = T_2 \sin 70 + T_1 \sin 60 - T_3$ 



- Now you have two equations and two unknowns.
- $0=T_2\cos 70-T_1\cos 60$
- $0=T_2\sin70+T_1\sin60-98N$

### Math Fun Continued

- Solve for T<sub>1</sub> in terms of T<sub>2</sub> in one equation
- $0=T_2\cos 70-T_1\cos 60$
- $T_2 \cos 70 = T_1 \cos 60$
- $T_2 \cos 70 / \cos 60 = T_1$
- Now you will plug that into the other equation

- $0=T_2\sin70+T_1\sin60-98N$
- $T_2 \cos 70 / \cos 60 = T_1$

- Put together this means:
- $0=T_2\sin70+[T_2\cos70/\cos60]\sin60-98N$

• Now solve for T<sub>2</sub>

- $0=T_2\sin70+[T_2\cos70/\cos60]\sin60-98N$
- $0=T_2(.939)+[T_2(.684)]sin60-98N$
- 0=T<sub>2</sub>(.939)+[T<sub>2</sub>(.593)]-98N
- $98N = T_2(.939 + .593)$
- $98N = T_2(1.532)$
- $98N/1.532 = T_2$
- $63.96N = T_2$

- To solve for T<sub>1</sub> go back to the other equation
- $T_2 \cos 70 / \cos 60 = T_1$
- $T_2 \cos 70 / \cos 60 = T_1$
- $T_2(.684)=T_1$
- We just found that 63.96N = T<sub>2</sub> Therefore:
- 63.96N(.684)= T<sub>1</sub>
- 43.75N = T<sub>1</sub>

### AND DONE!

 On Wednesday we looked at a problem where you knew the tension of one of the strings to see the set up. This problem shows that you do not need that information in order to solve. Simply set up a system of equations and go from there!