

CHAPTER-2 | Motion in a Straight Line

QUIZ
PART-01

1. Which statement correctly distinguishes rest and motion for a body?
- Rest or motion is absolute and does not depend on anything
 - Rest or motion depends on the chosen frame of reference
 - A body at rest in one frame must be at rest in all frames
 - A body in motion cannot appear at rest to any observer (B)

Explanation: Rest and motion are defined with respect to a frame of reference; the same body can be at rest in one frame and in motion in another.

2. What is a frame of reference?
- The shortest path between two points
 - A device that measures instantaneous speed
 - A system used to specify the position of an observer or object
 - A graphical method for plotting velocity (C)

Explanation: A frame of reference is the coordinate system or setup used to determine positions and describe motion.

3. Which example best represents one-dimensional (1-D) motion?
- A kite flying in a windy sky
 - A car moving along a zig-zag path
 - A car moving on a straight road
 - A stone orbiting Earth (C)

Explanation: 1-D motion occurs along a straight line; a car on a straight road fits this description.

4. Which statement about distance and displacement is correct?
- Distance can be negative
 - Displacement is always positive
 - Displacement may be positive, negative, or zero
 - Distance is a vector quantity (C)

Explanation: Displacement (a vector) can have positive, negative, or zero value; distance (a scalar) is always non-negative.

5. A body travels 4 m east and then 3 m north. What is the magnitude of its displacement?
- 3 m
 - 4 m
 - 5 m
 - 7 m (C)

Explanation: The path forms a right triangle: $\sqrt{4^2 + 3^2} = \sqrt{25} = 5\text{m}$

6. The numerical ratio displacement/distance is always
- greater than one
 - less than one
 - equal to one only
 - equal to or less than one (D)

Explanation: The magnitude of displacement cannot exceed distance, so the ratio is ≤ 1 .

7. Which of the following can be negative for a moving body?
- Speed
 - Distance
 - Velocity (C)
 - Path length

Explanation: Velocity is a vector and can be positive, zero, or negative depending on direction; speed and distance are non-negative scalars.

8. The instantaneous speed v of a particle with position $x(t)$ is given by
- $v = \Delta x / \Delta t$ only for large Δt
 - $v = d^2x/dt^2$
 - $v = dx/dt$
 - $v = dt/dx$ (C)

Explanation: Instantaneous speed/velocity is the time derivative of position: $v = dx/dt$.

9. A car covers half the distance at 40 km/h and the remaining half at 60 km/h. What is its average speed (km/h)?
- 40
 - 45
 - 48
 - 50 (C)

Explanation: or equal distances, average speed is the harmonic mean:
 $v_{avg} = 2v_1v_2/v_1 + v_2 = 2 \cdot 40 \cdot 60 / 40 + 60 = 48 \text{ km/h}$.

10. A particle's position is $x = 3t^2 + 2t + 1$ (in metres). Its speed at $t=1$ is
- 3 m/s
 - 5 m/s
 - 6 m/s
 - 8 m/s (D)

Explanation: $v = dx/dt = 6t + 2$; $v(1) = 6(1) + 2 = 8 \text{ m/s}$