1. Section 4.1: Use vector calculus to show that an object moving at constant speed has velocity that is perpendicular to the force acting on this object.

Hint: we solved an almost identical problem in class: differentiate $||\mathbf{v}||^2$ and apply differentiation product rule to immediately obtain the desired result

2. Section 4.1:

A particle is moving along a circle in the plane $\mathbf{r}(t) = (R \cos \omega t, R \sin \omega t)$ under the influence of force $\mathbf{F}(\mathbf{r}) = -\nabla V(\mathbf{r})$, where $V(\mathbf{r}) = k \ln r$ is the potential energy. Here *k* is a constant, and $r \equiv ||\mathbf{r}|| = \sqrt{x^2 + y^2}$. Find the relationship (equation) connecting constant *k*, the radius of orbit *R*, and angular velocity ω

Hint: apply the second Newton's law: $m\mathbf{a}(t) = \mathbf{F}(\mathbf{r}(t)) \Rightarrow m\frac{d^2\mathbf{r}}{dt^2} = -\nabla V(\mathbf{r}(t));$

equating the two sides of this equation immediately gives the result. Review the last problem of homework #4 for the gradient calculation.

3. Section 4.2:

Find length or arc (curve) given by $\mathbf{c}(t) = (t^2 \sin t, t^2 \cos t, t^3)$ on the interval $t \in [0, \pi]$. Hint: arc-length is given by $\int_a^b \left\| \frac{d\mathbf{c}}{dt} \right\| dt$

4. Sections 4.3-4.4:

Find the divergence and curl of the vector field $\mathbf{F}(\mathbf{r}) = (y^2, x^2, 0)$, and sketch this field in the *x*-*y* plane (since $F_3=0$, it lies entirely in the *x*-*y* plane).

5. Sections 4.3-4.4: Calculate the divergence and the curl of the vector field $\mathbf{F}(\mathbf{r}) = (y \cos x, \sin(z x), \ln(y \sin z))$

$$div \mathbf{F} \equiv \nabla \cdot \mathbf{F} \equiv \left(\frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z}\right) \cdot \left(F_1, F_2, F_3\right) \equiv \frac{\partial F_1}{\partial x} + \frac{\partial F_2}{\partial y} + \frac{\partial F_3}{\partial z}$$

$$curl \mathbf{F} \equiv \nabla \times \mathbf{F} \equiv \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ \partial / \partial x & \partial / \partial y & \partial / \partial z \\ F_1 & F_2 & F_3 \end{vmatrix} = \left(\frac{\partial F_3}{\partial y} - \frac{\partial F_2}{\partial z}, \quad \frac{\partial F_1}{\partial z} - \frac{\partial F_3}{\partial x}, \quad \frac{\partial F_2}{\partial x} - \frac{\partial F_1}{\partial y}\right)$$