

- Collisions and Explosions
 - •Draw "before", "after"
 - •Define system so that $F_{ext} = 0$
 - •Set up axes
 - •Compute P_{total} "before"
 - •Compute P_{total} "after"
 - •Set them equal to each other
- Center of Mass (Balance Point)

$$\vec{r}_{cm} = \frac{m_1 \vec{r}_1 + m_2 \vec{r}_2}{\sum m_i}$$