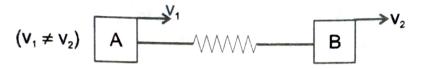
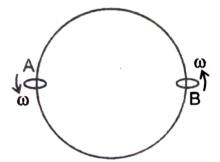


System behaves as a rigid body

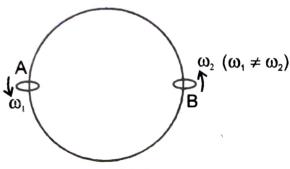


System behaves as a non-rigid body

A & B are beads which move on a circular fixed ring



A + B is a rigid body system but A + B + ring is non-rigid system



A + B is non-rigid system

- Moment of inertia blog seme scale in the scotation motion -> Posque is vector quantity and its disection is determined using sight hand thumb sule and its always perpendicular to the plane

of protation of the body