

# What motion needs a pForce?



- There needs to be a pForce to get an object moving.
- There always needs to be a net pForce to keep an object moving.
- There needs to be a pForce to speed up an object that's already moving.
- There needs to be a pForce to slow down an object that's already moving.
- There needs to be a pForce to stop a moving object.
  1. Always
  2. Never
  3. It depends