

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