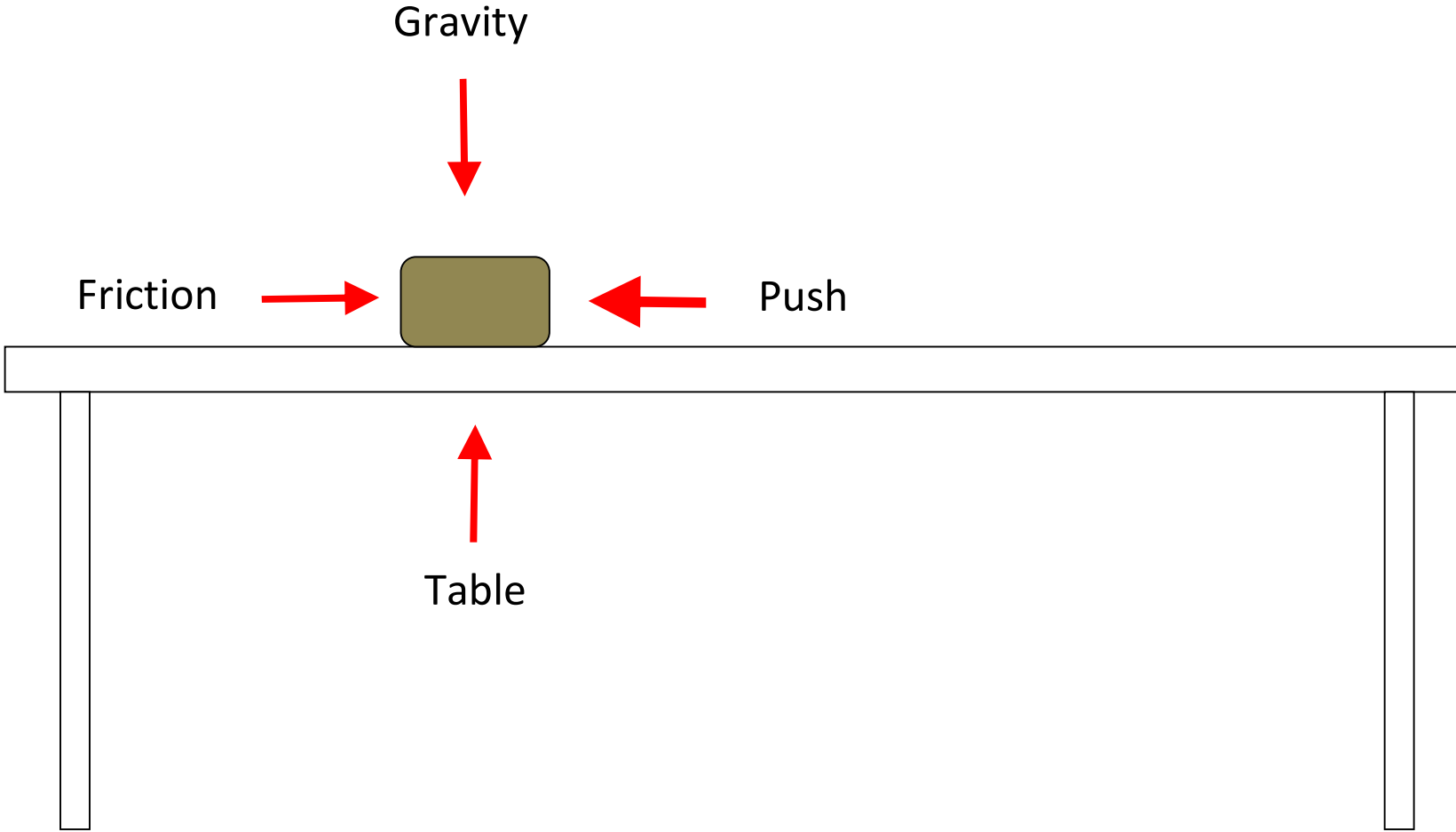
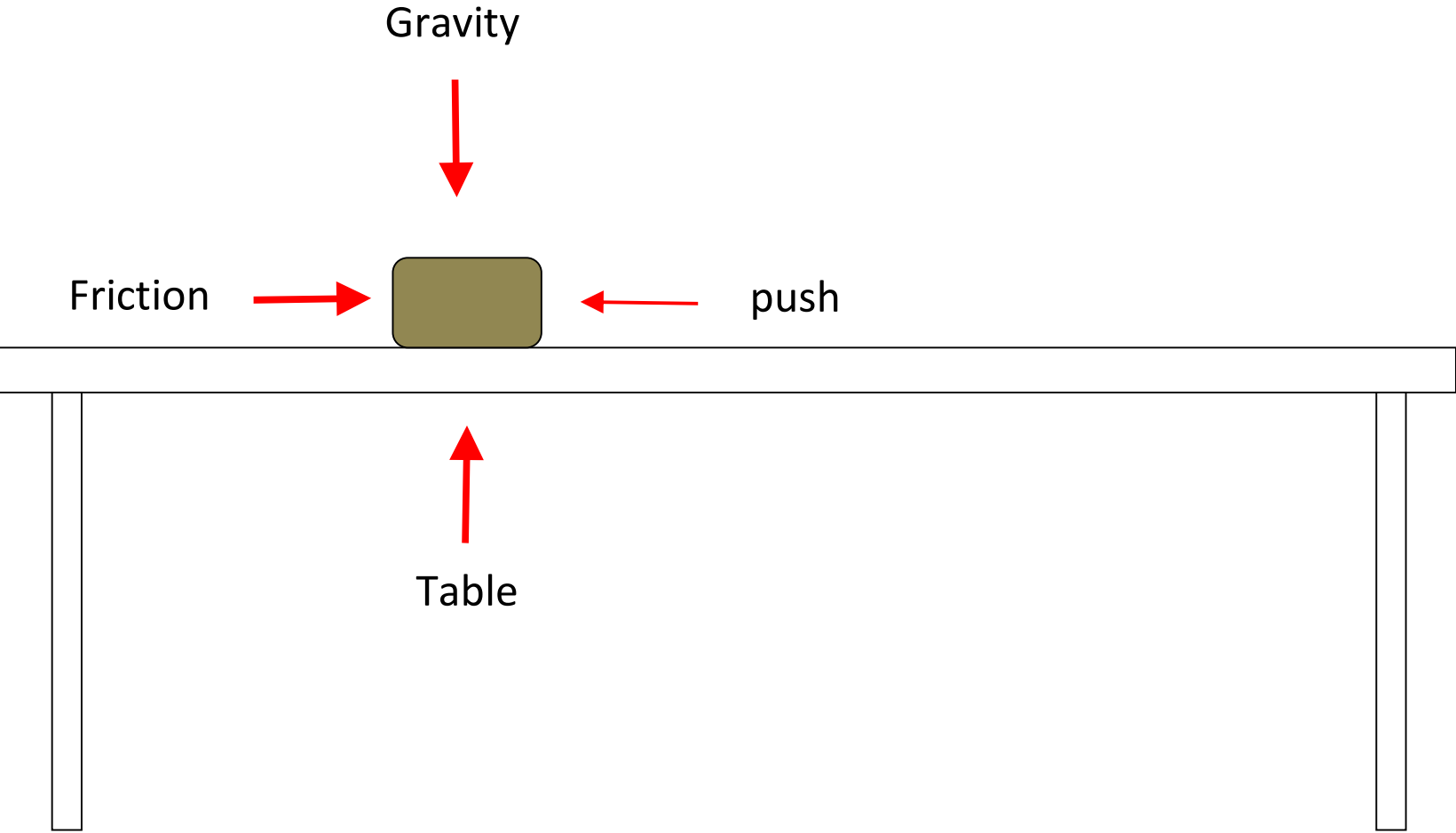


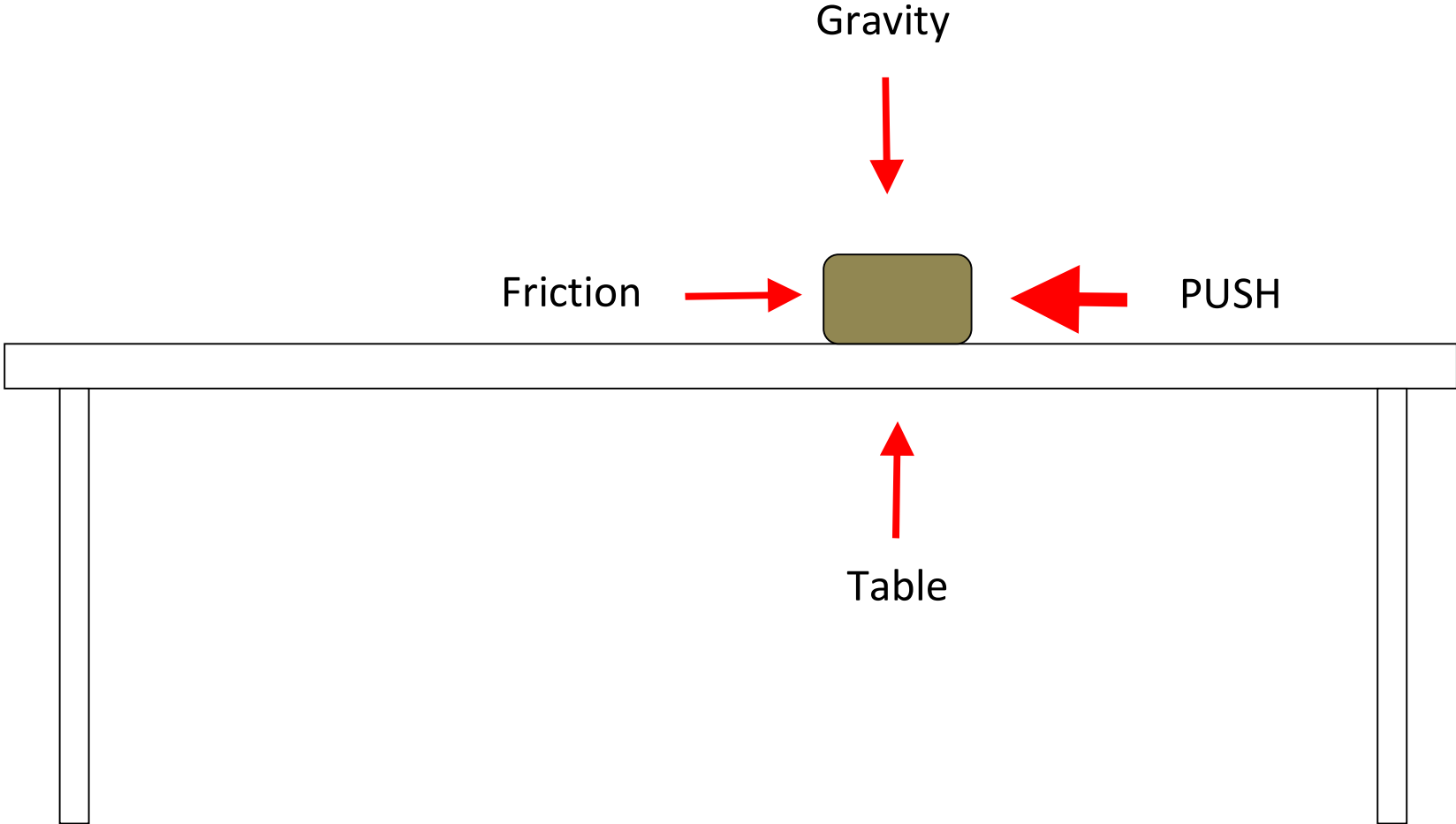
Dynamic Equilibrium (moving): Force of Push (constant) > Friction



Deceleration: Force of Push < Friction (block stops)



Acceleration: Force of Push > Friction (block moves)



Static Equilibrium (starts still): Force of Gravity = Force of Table

