

Object A sits at the outer edge (rim) of a merry-go-round, and object B sits halfway between the rim and the axis of rotation. The merry-go-round makes a complete revolution once each second. The angular speed of Object B is

- 1) half the angular speed of Object A.
- 2) the same as the angular speed of Object A.
- 3) twice the angular speed of Object A.
- 4) impossible to determine