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Grandpa was in a relaxed mood after lunch. Since it was a holiday, Mihir too was at home. Grandpa felt like playing a game of cards. He gestured to Mihir who promptly brought a pack of playing cards. Grandma tidied the kitchen quickly and came to play.

Grandma got a betel nut and a glass of water for Grandpa. She took the joker from the pack of cards and kept it on the glass. Then she kept the betel nut on it.

This annoyed Grandpa. "What's this? What if both fall into the water?" he said. Grandma smiled and replied, "Neither will fall in. But if you decide, you can put the betel nut inside the glass without touching it."

Grandpa started looking for his nutcracker. Grandma saw him bustling about and told him, "Be careful, the joker will fall in the water."

Grandpa replied angrily, "What? You called me a joker? And who do you think you are? The queen of hearts? Don't talk nonsense."

Mihir tried to pacify him, "Grandpa, let Grandma complete her sentence. She meant that the joker kept on the glass would have fallen in."

Grandma's eyes twinkled as she said, "Of course, I am the queen of hearts!"

"Oh King Grandpa, let's play cards," said Mihir. This made Grandpa laugh heartily.

"I will first wet the betel nut a bit and then cut it. Then I will deal the cards." Grandma shook her head when Grandpa said this. He raised his eyebrows questioningly.

“First put the betel nut in the glass without touching it. Only then deal the cards.” Grandpa now wondered how this could be done.

Just then Mihir bent down. He blew a strong puff of air towards the betel nut. The betel nut fell down. Mihir picked up the joker and put it down. Then Mihir caught the betel nut between his lips and put it in the glass. He raised his hands and shouted, “Come on, let’s deal the cards.”

Grandpa patted Mihir.

Grandma shook her head and said, “I made a slight mistake earlier, when I told you about putting the betel nut in the glass. Actually, you are not supposed to touch the betel nut with any part of the body. And you cannot blow a puff either...”

“This means...the betel nut must fall in the glass without anything being done to it...? It’s very easy! You pick up the card and put the betel nut inside.”

Still, Grandma shook her head. Now Grandpa was irritated, “Are you suggesting something difficult because you don’t want to play cards? Tell me, can you do it?”

Grandma chuckled and got up quickly. She cleared the table and spread a thin sheet on it. Then she placed a cup and saucer on

the table. Then came a steel jar and glass and two big steel plates. Grandpa's nutcracker was placed beside them.

Grandma stood with her hands on her hips and said, "I will tell you to do something very simple. Once you do that, we will start playing. You have to pull the sheet without touching these objects...before I finish counting from one to ten. Your time starts now..."

Mihir looked as if he wanted to blow another puff. Grandma saw him and said, "I don't mind if you move the nutcracker and the jar and the glass by blowing air."

Mihir started shuffling the cards and said, "Grandma, you do this task. Grandpa and I will see about the betel nut. Okay?"

Before Mihir and Grandpa could understand what was happening, Grandma took two ends of the sheet in her hand and pulled it swiftly. The objects on the sheet shook a little but remained in place while the sheet came into Grandma's hands. All this happened in less than a second.

Grandpa and Mihir stood there with their mouths open. Grandma shook the sheet and rolled her eyes. Grandpa said, "I will pull this card and then this betel nut will fall into the glass. Forget about the sheet." But Mihir stopped him and said, "Wait, I will do it..."

Mihir jumped down quickly. He flicked the joker kept on the glass. The card flew off and the betel nut fell in the glass.

Now Grandpa patted Mihir and said happily, "The betel nut has fallen into the glass. Now let's play cards."

Mihir scratched his head and said, "Grandma I too want to remove the sheet just as you did."

Grandma said, "First understand what happened. Objects which are still try to remain so. While objects which are moving in a straight line with uniform speed, try to maintain their speed. But if any force from outside tries to apply pressure, then a change takes place. But if this external force is applied very swiftly, then the 'heaviness'/'inertia' of the object does not accept this applied speed. Thus the objects continue to remain still..."

"So that's why when you pulled the sheet, the objects did not change their position but only moved a little...They remained where they were because of their inertia! Isn't it?" Grandma laughed heartily when Mihir said this.

"Now let's play a game of cards with an 'inert' person..." Before Grandma could finish, someone said, "Yes, the queen is clever indeed...!"

Who must have said this?

And why?

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