# PROJECTILE MOTION

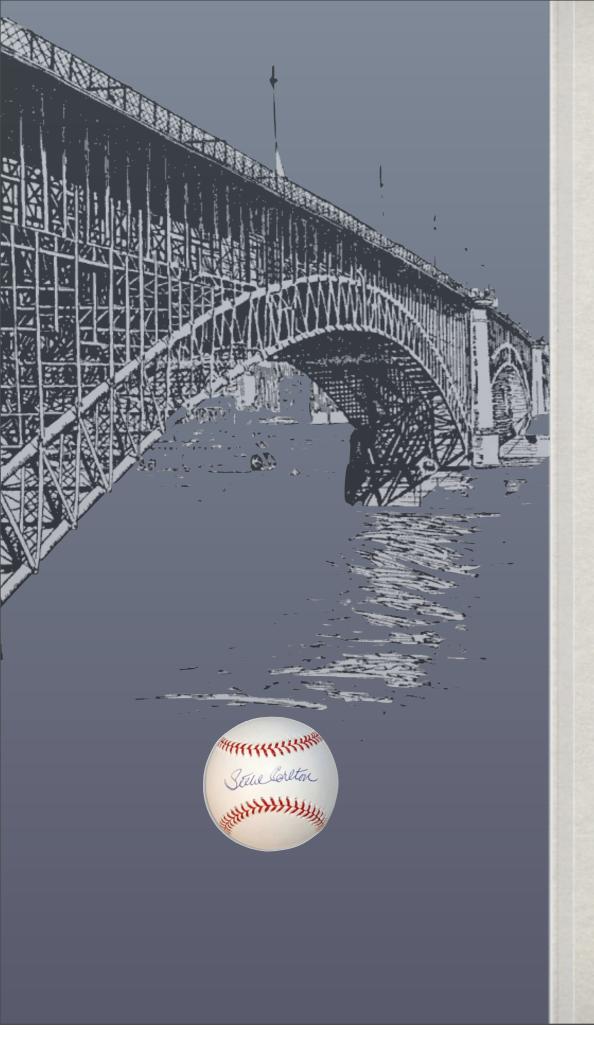
## Linear Motion



\* A baseball is dropped from the top of a bridge 200m above the water.

\* When does it hit the base?(water)

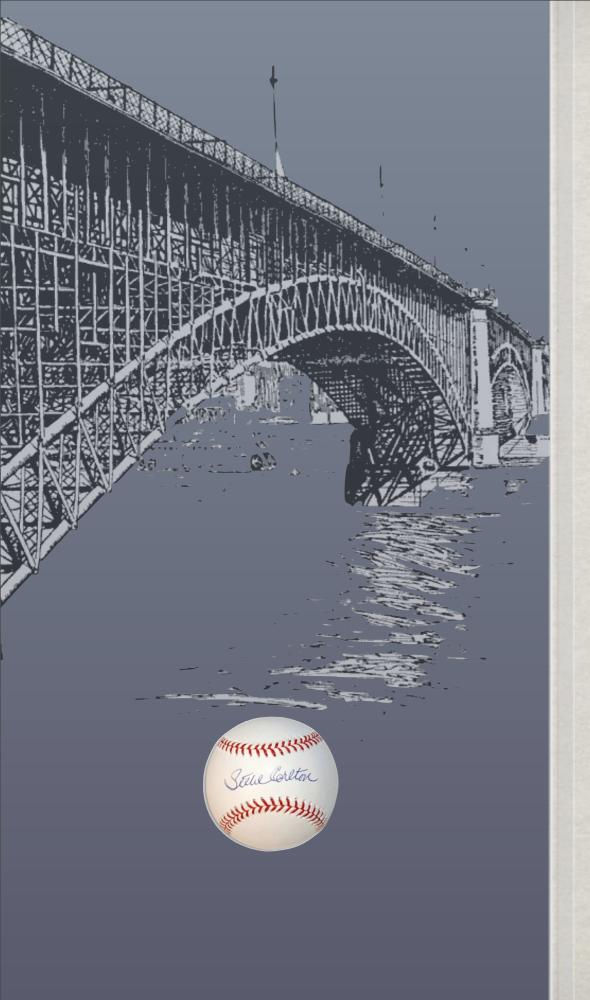
\* What is its final velocity?



### Given Variables

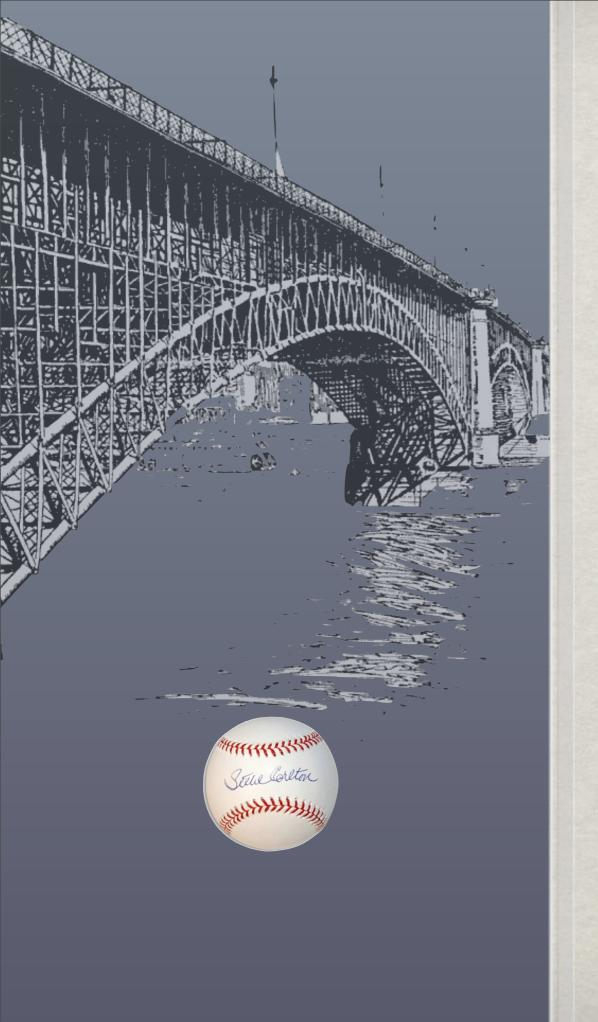
- \* A baseball is dropped from the top of a bridge 200m above the water.
- \* When does it hit the ground?
- \* What is its final velocity?

$$Y_i = 200 \text{ m}$$
 $Y_f = 0 \text{ m}$ 
 $a = -9.8 \text{ m/s}^2$ 
 $v_i = 0 \text{ m/s}$ 



## Solve for Time

$$y_f = y_i + v_y t + \frac{1}{2} a t^2$$
  
 $0 = 200 + 0 + \frac{1}{2}(-9.8) t^2$   
 $t = \pm 6.39s$ 



## Solve for Velocity

$$V_f^2 = V_i^2 + 2 a d$$

$$V_f^2 = 0 + 2(-9.8)(-200)$$

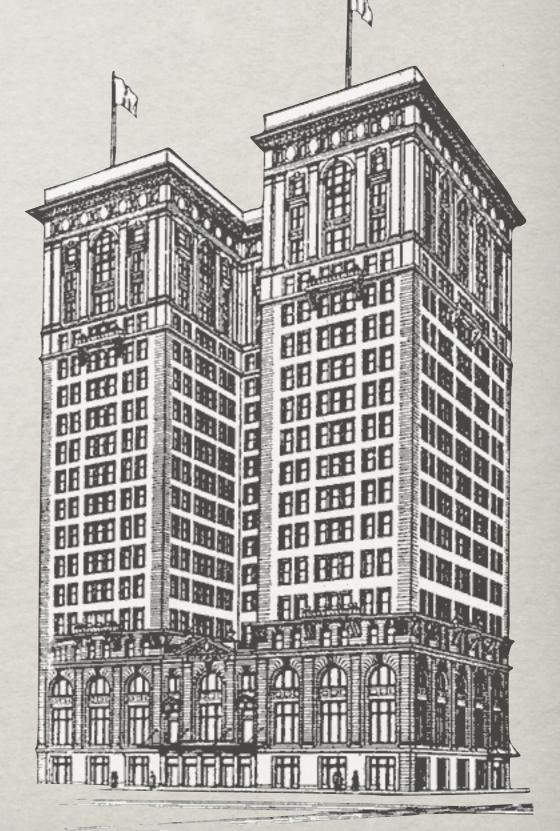
$$V_f = \pm 62.61 \text{ m/s}$$

± choose the one that makes sense

## A little more complicated

- \* A penny is thrown, straight up in the air, with an upward velocity of 15 m/s from the top of a 90 m building.
- \* How high does it go?
- \* When does it land?
- \* What is its final velocity?





## Solve: Height at the Top

$$* V_f^2 = V_i^2 + 2 a d$$

$$* 0 = 15^2 + 2(-9.8)d$$

- \* d = 11.5m
- $* Y_{max} = h = 101.5m$

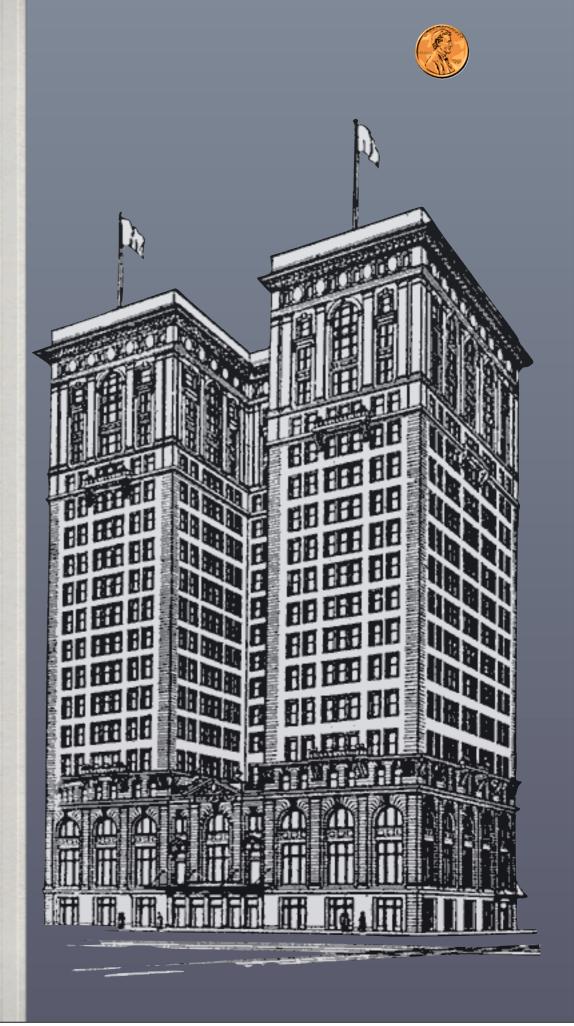


## Solve: Time at the Top

$$*V_f = V_i + at$$

$$*0 = 15 + (-9.8)t$$

$$* t = 1.53 s$$



## Solve: Velocity at the Bottom

$$*V_f^2 = V_i^2 + 2 a d$$

$$*V_f^2 = 0 + 2(-9.8)(-101.5)$$

$$*V_f = \pm 43.91 \text{ m/s}$$

\* ± means you have to decide "up" or "down"



#### Solve: Time at the Bottom

\* 
$$y_f = y_i + v_y t + \frac{1}{2} a t^2$$

\* 
$$0 = 101.5 + \frac{1}{2}(-9.8)t^2$$

$$*$$
  $t = 4.55s$ 

\*Total Time = 6.08s



### Definitions:

#### \*Simple Projectile Motion:

\*The motion of a body thrown or fired with an initial velocity v<sub>o</sub> in a gravitational field.

#### \*Projectile:

\*A kinematic object whose motion is influenced by only the force of gravity.

#### \*Trajectory:

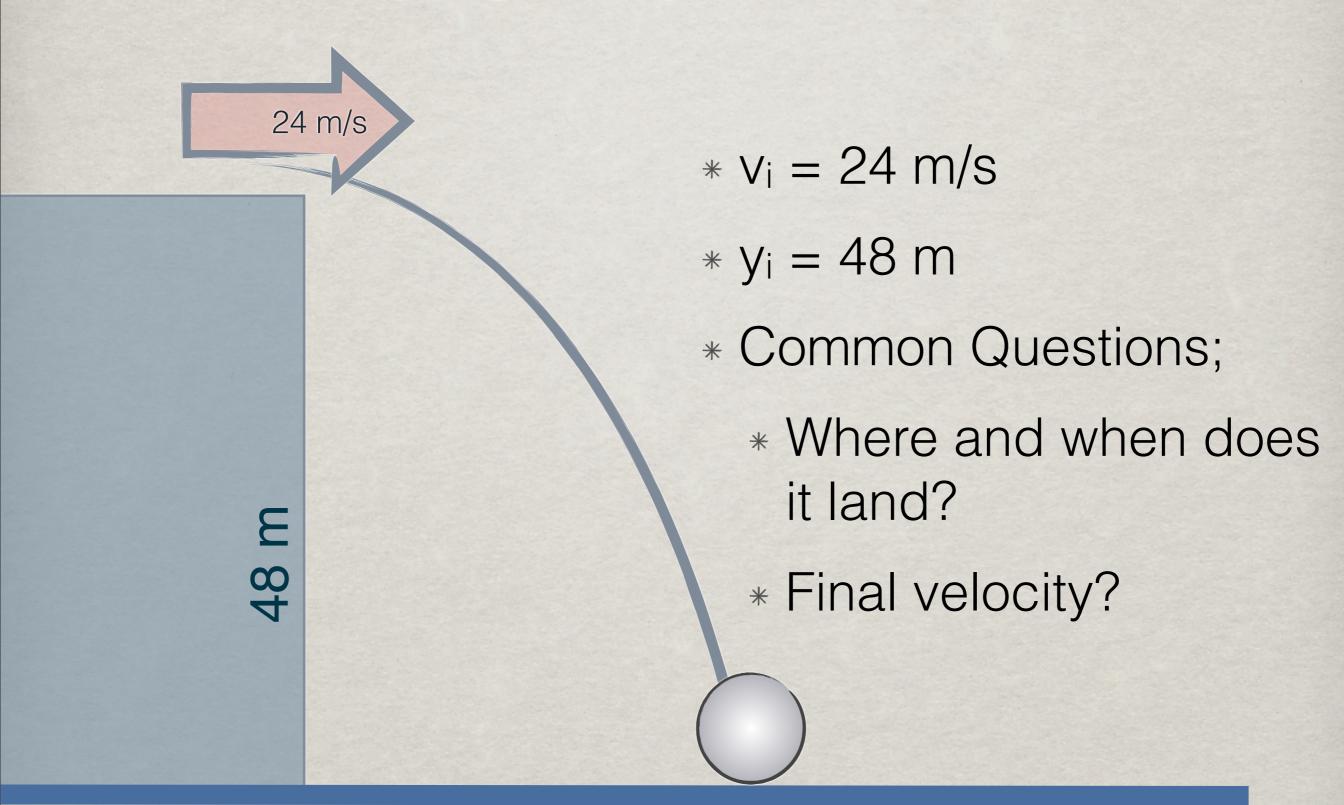
\*The path through space followed by a projectile.



### The Cliff

- \* Problems of this style have an Initial Velocity that is Horizontal
- \* "x" Velocity is constant
- \* Common Questions;
  - \* Find Time
  - \* Find Range
  - \* Find Final "y" Velocity
  - \* Find Final Velocity

#### A Ball Rolls From a Cliff



Ignore the "complicated" parabola

## Find the time to land



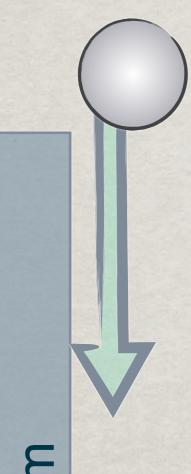
\* 
$$y_f = y_i + v_y t + \frac{1}{2} a t^2$$

$$*0 = 48 + 0 + \frac{1}{2} (-9.8) t^2$$

$$*48 \div 4.9 = t^2$$

$$* t = 3.13 s$$

## Find V<sub>fy</sub>



\* 
$$V_f^2 = V_i^2 + 2 a d$$

$$* V_{fy}^2 = 0 + 2 (-9.8) (-48)$$

$$* V_{fy}^2 = 940.8$$

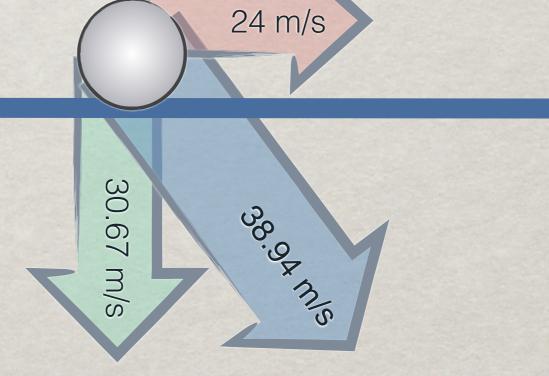
$$* V_{fy} = \pm 30.67 \text{ m/s}$$

## 48 m

### Find the speed for V<sub>f</sub>

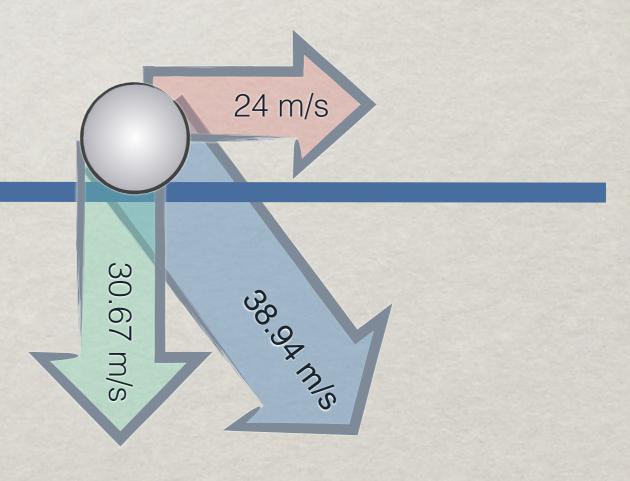
$$* V_f^2 = 24^2 + 30.67^2$$

$$* V_f = 38.94 \text{ m/s}$$



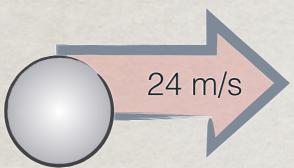
#### Find the Direction for V<sub>f</sub>

- \* tan-1 (-30.67 / 24)
- \* Most calculators will show -51.9°
- \* Properly state 308°



48 m

## Find the Range



\* The distance in the x when it lands

$$* X_f = X_i + V_X t + \frac{1}{2} a t^2$$

$$* t = 3.13 s$$

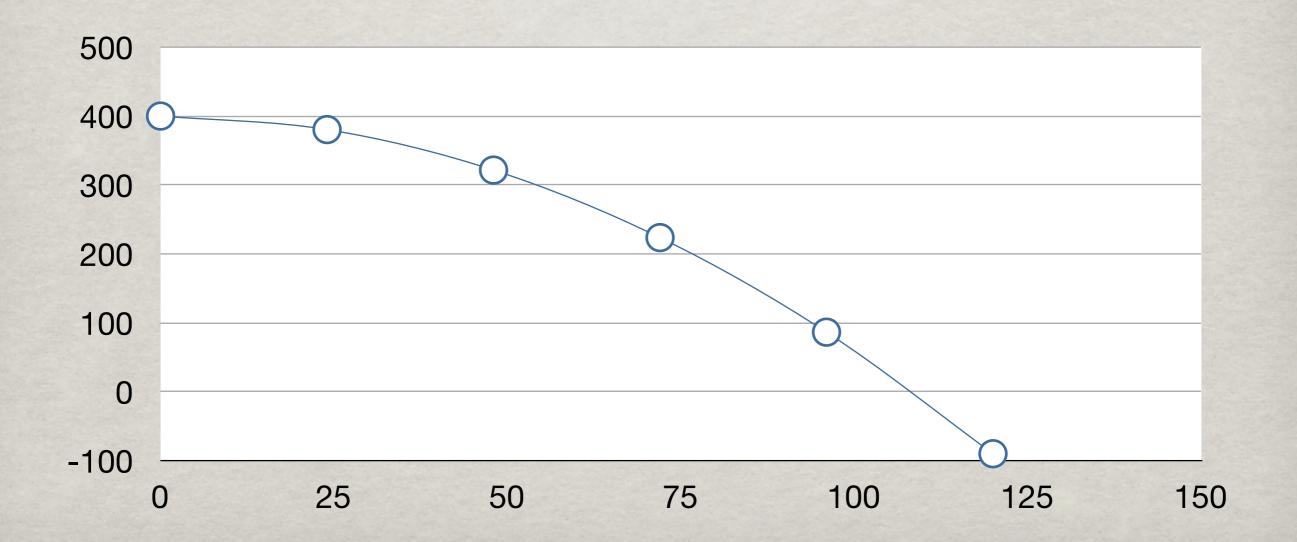
$$* X_f = 0 + (24)(3.13) + 0$$

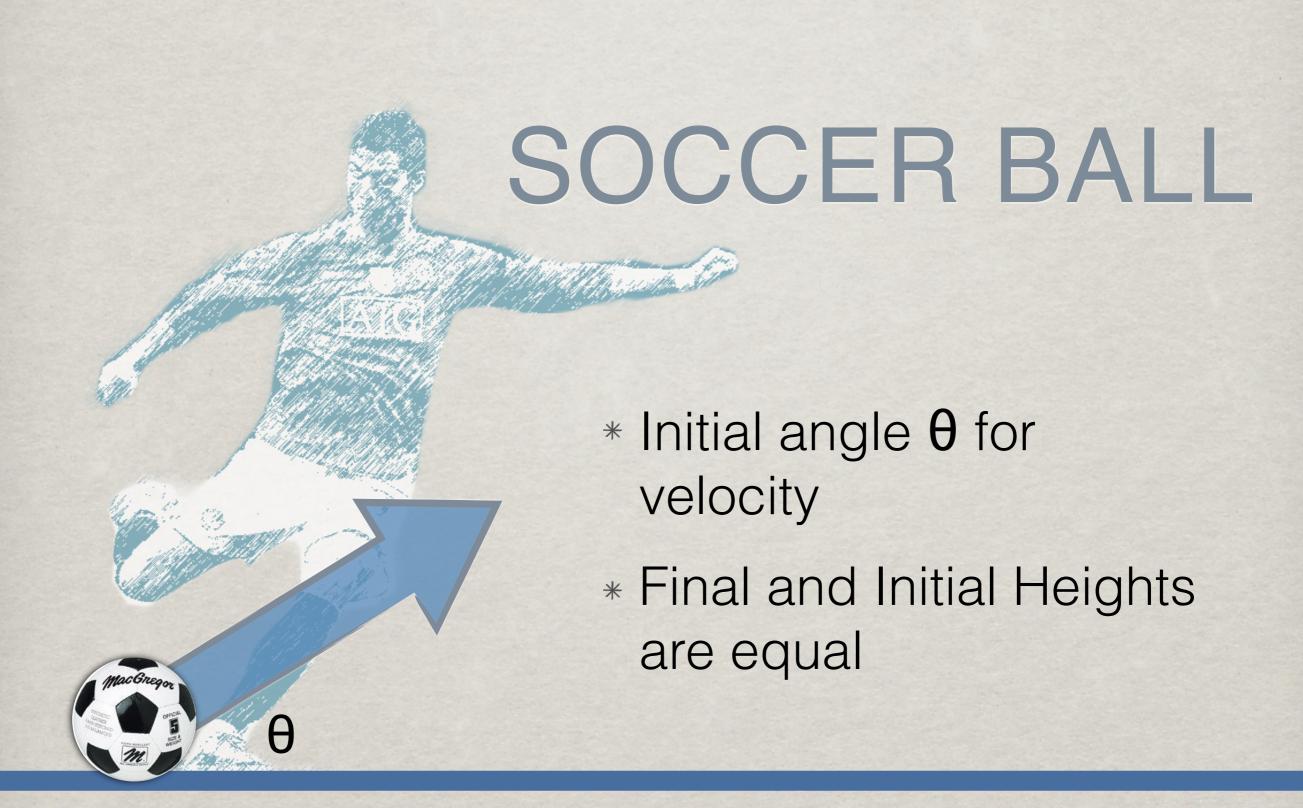
$$* x_f = 75.12 \text{ m}$$

48 m

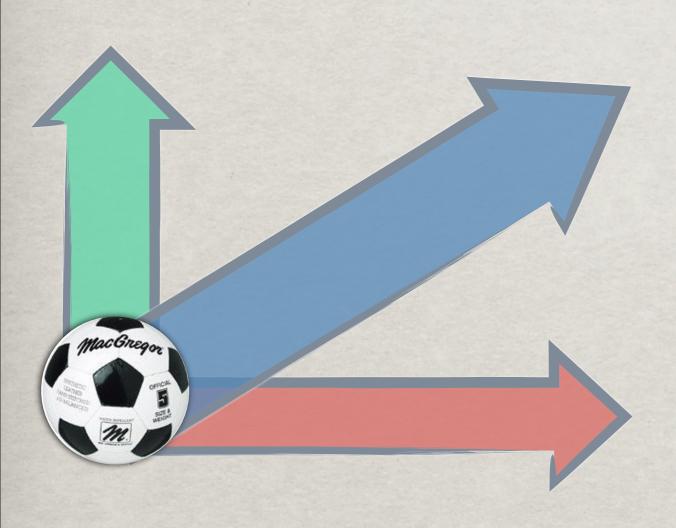
## Location every 2 seconds

time	x velocity	y velocity	x position	y posititon
0	12	0	0	400
2	12	-19.6	24	380.4
4	12	-39.2	48	321.6
6	12	-58.8	72	223.6
8	12	-78.4	96	86.4
10	12	-98	120	-90



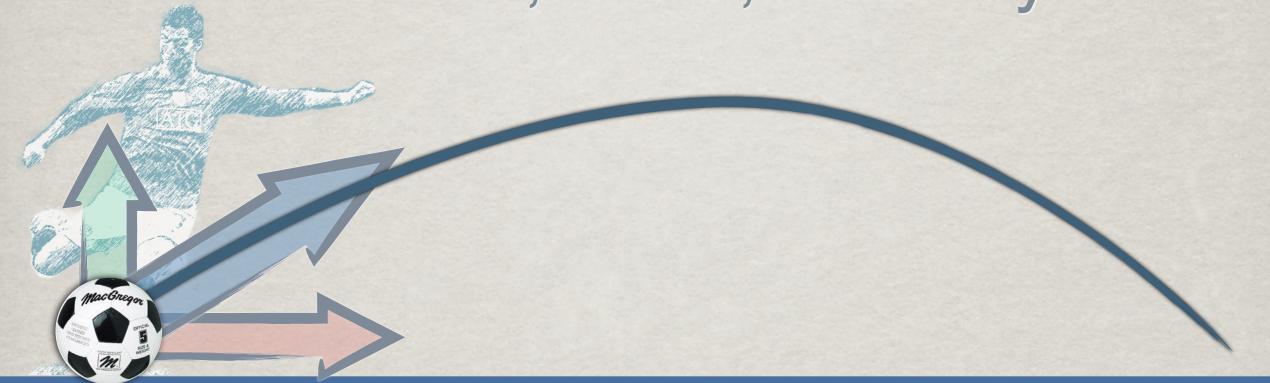


### VECTORS



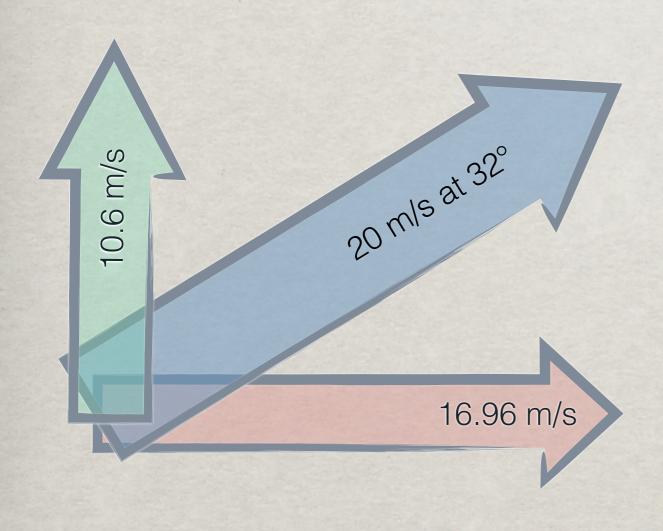
- \* As a vector at the start of a problem
- \* X velocity will not change
- \* Y velocity is changed by gravity
- \* As a vector at the end of a problem

# The Soccer Ball Position, Time, Velocity



- \* Common Questions;
  - \* Maximum Height
  - \* Where and when does it land?
  - \* Final velocity?

## Initial Velocities



$$* v_i = 20 \text{ m/s at } 32^\circ$$

$$* V_{ix} = 20 \cos 32^{\circ}$$

$$* V_{iy} = 20 \sin 32^{\circ}$$

$$* a_y = -9.8 \text{ m/s}^2$$

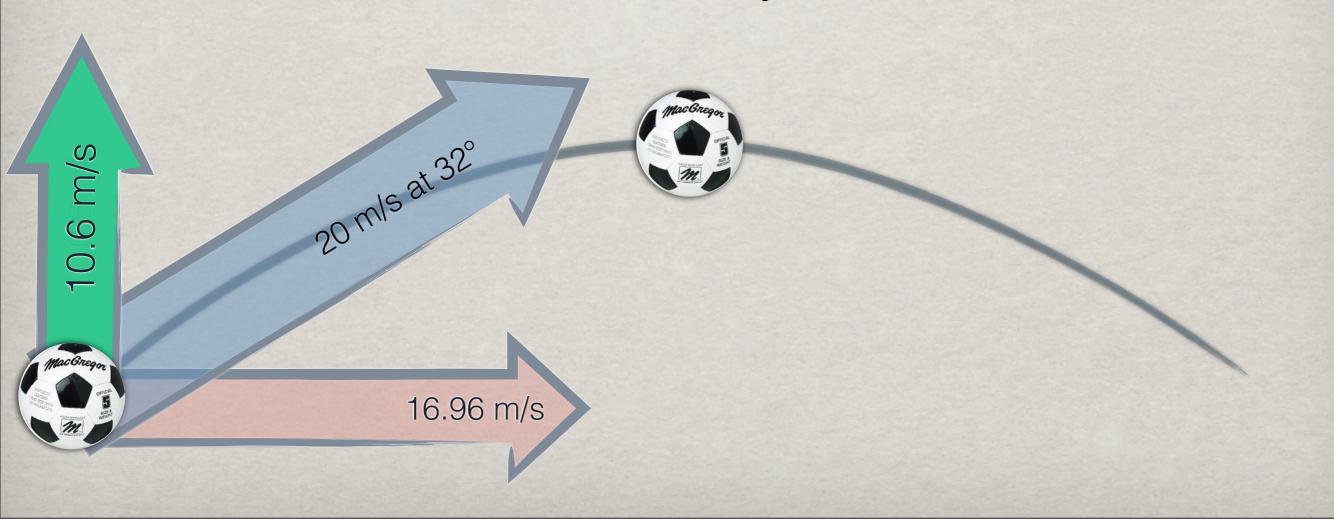
$$* a_x = 0 \text{ m/s}^2$$

## Maximum Height

$$* V_f^2 = V_i^2 + 2 a d$$

$$* 0^2 = 10.6^2 + 2(-9.8)(y)$$

$$*y = 5.73m$$

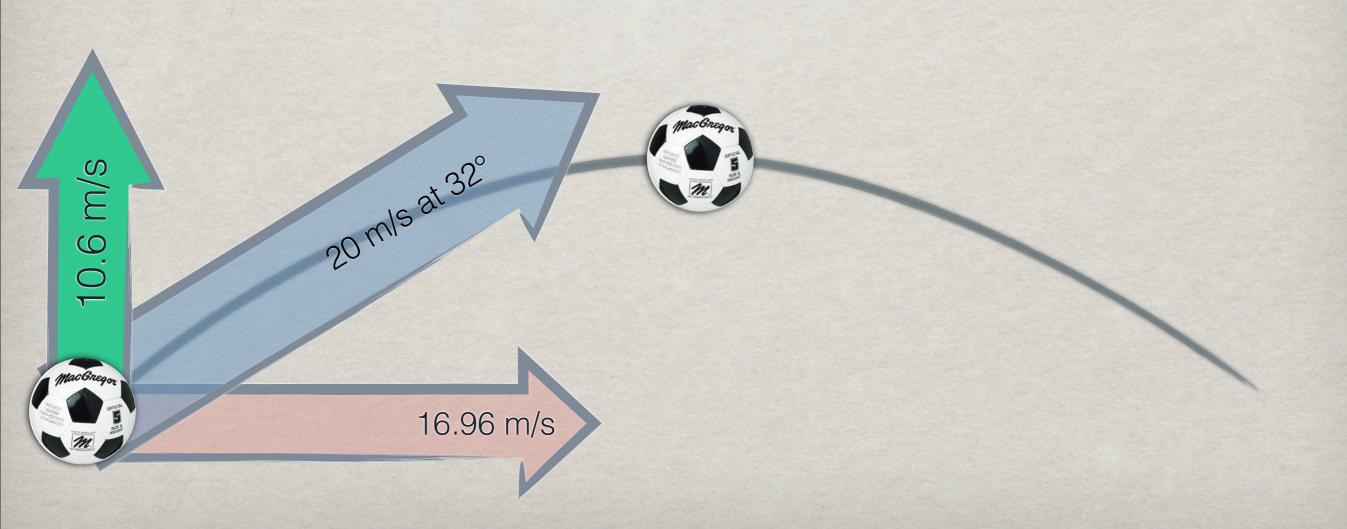


## Time at the Top

$$* V_f = V_i + at$$

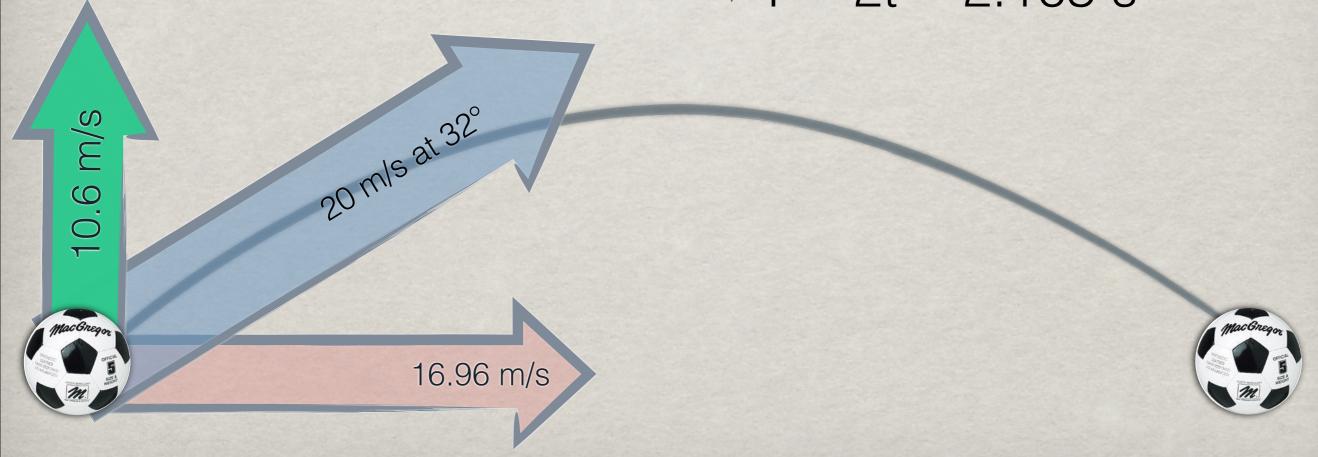
$$*0 = 10.6 + (-9.8)t$$

$$*$$
 t= 1.08 s



## Time to the ground

- \*  $t_{top} = 1.08 s$
- \* same distance, and acceleration?
- \*T = 2t = 2.163 s



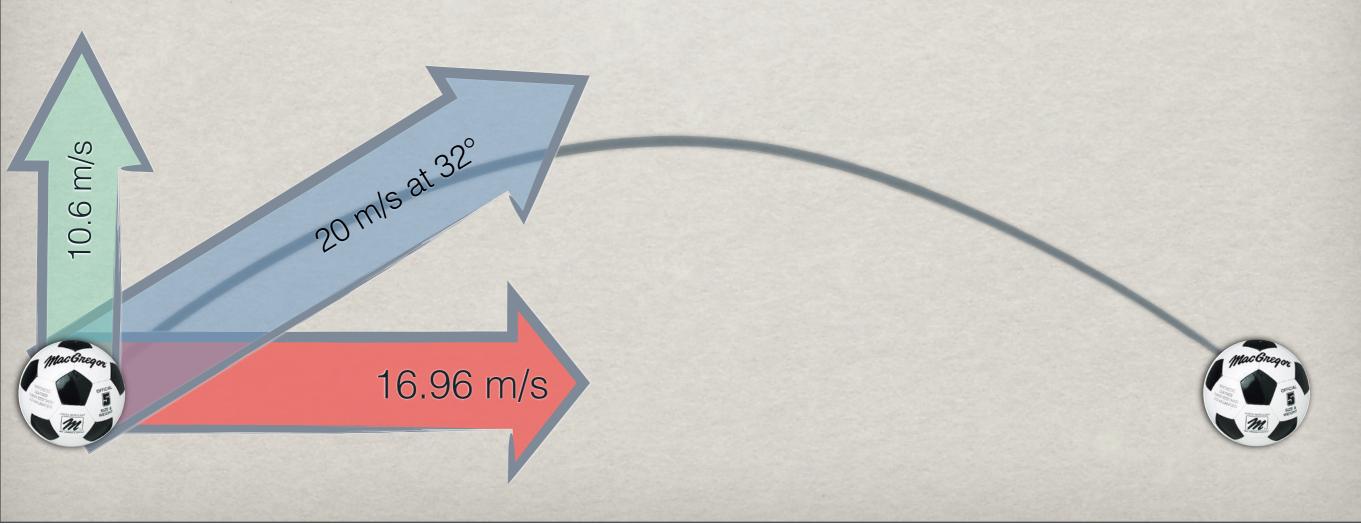
## Range - the final x position

$$*T = 2.163 s$$

$$* X = X + VT + \frac{1}{2} aT^2$$

$$* x = 0 + (16.96)(2.16) + 0$$

$$* x_f = 36.7 \text{ m}$$

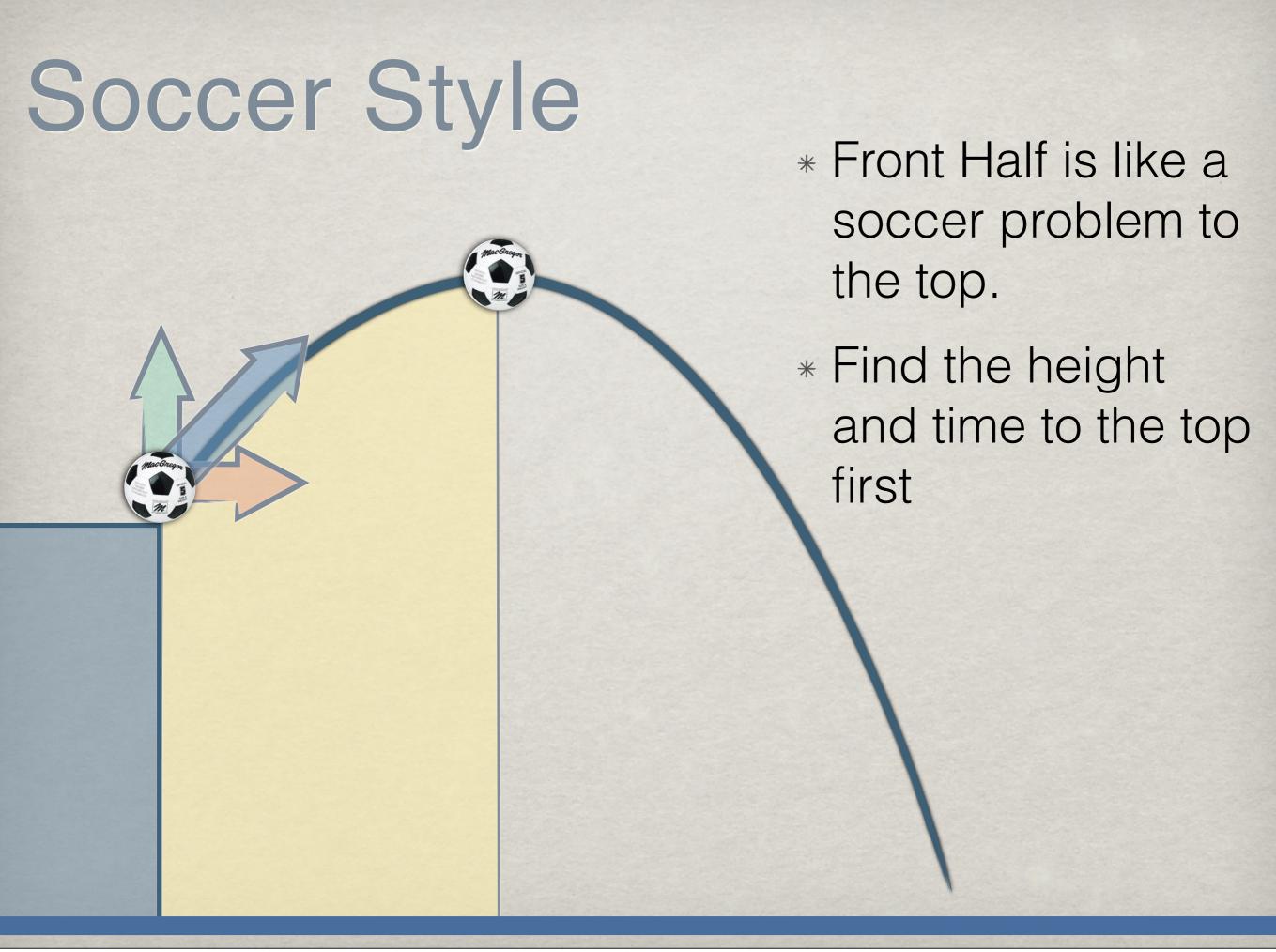


# Final Velocity Using some symmetry

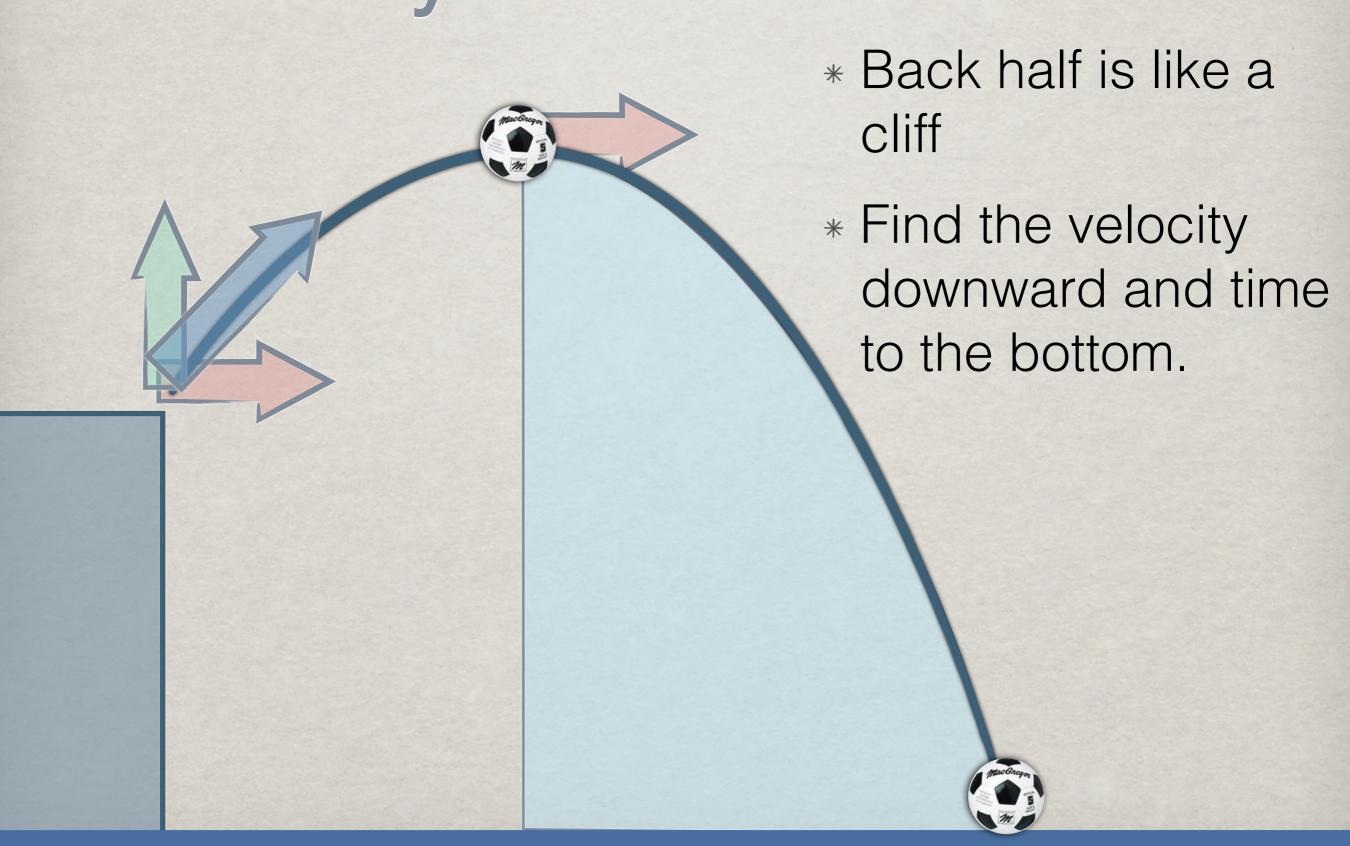


- $* V_i = 20 \text{ m/s at } 32^\circ$
- $* V_f = 20 \text{ m/s at -}32^\circ$
- $* V_f = 20 \text{ m/s at } 328^\circ$

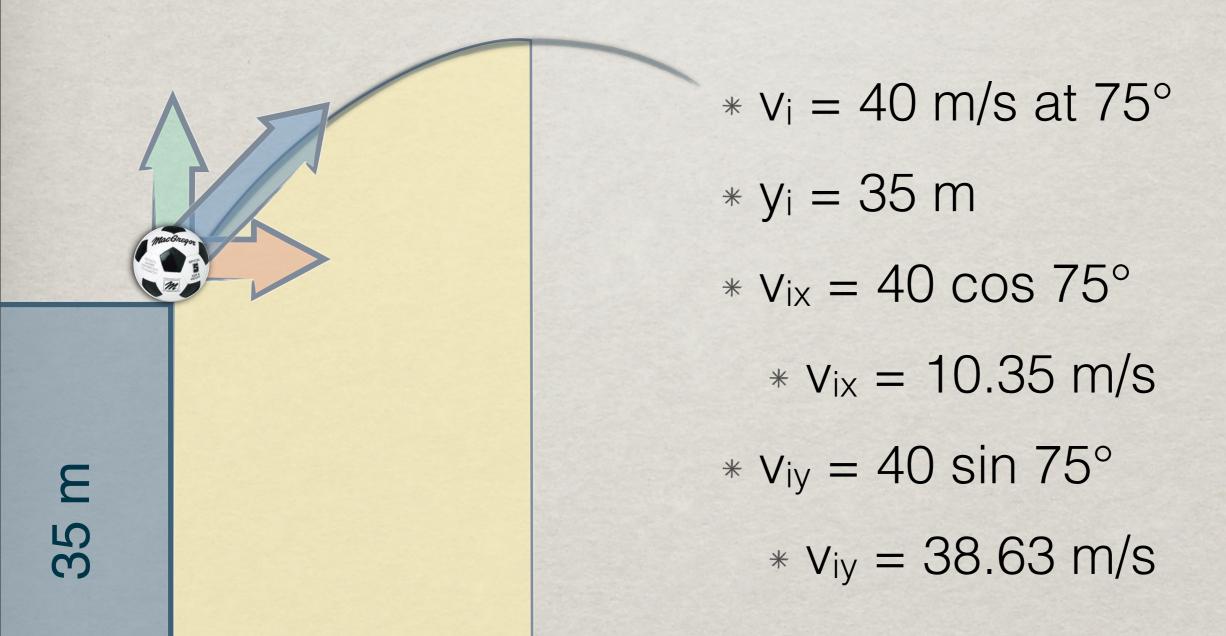




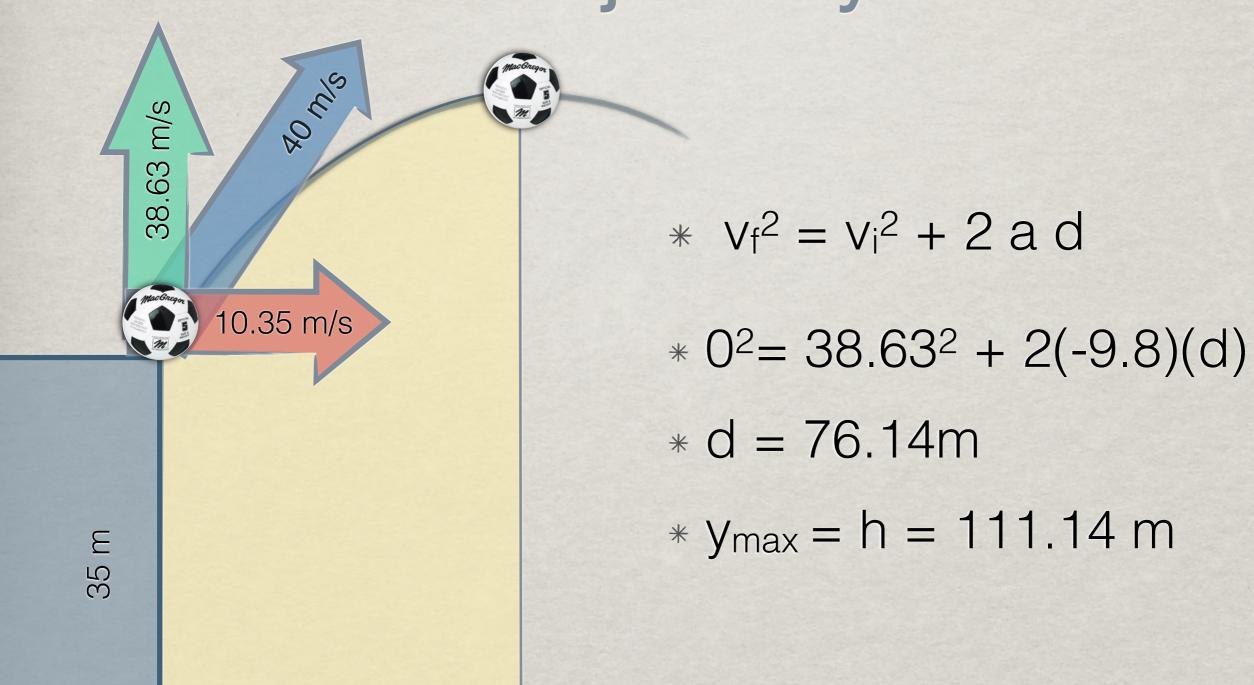
## Cliff Style



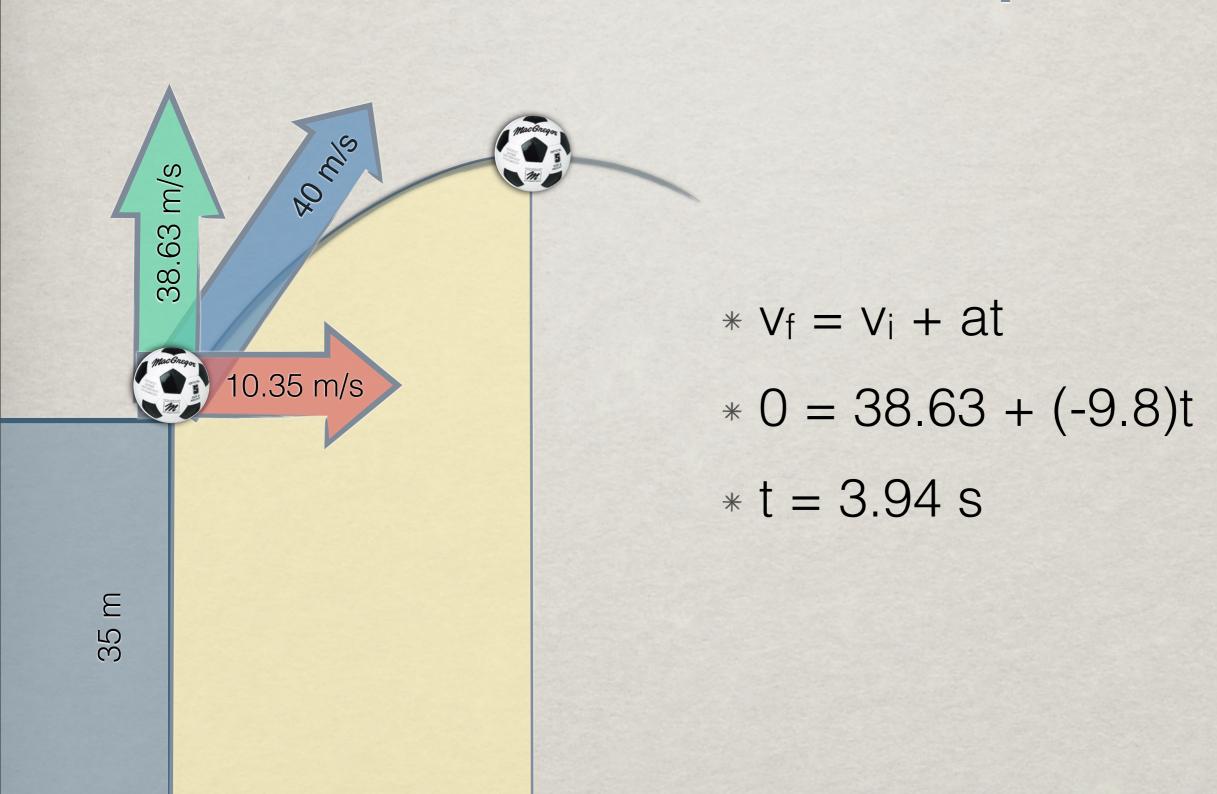
### Given Information



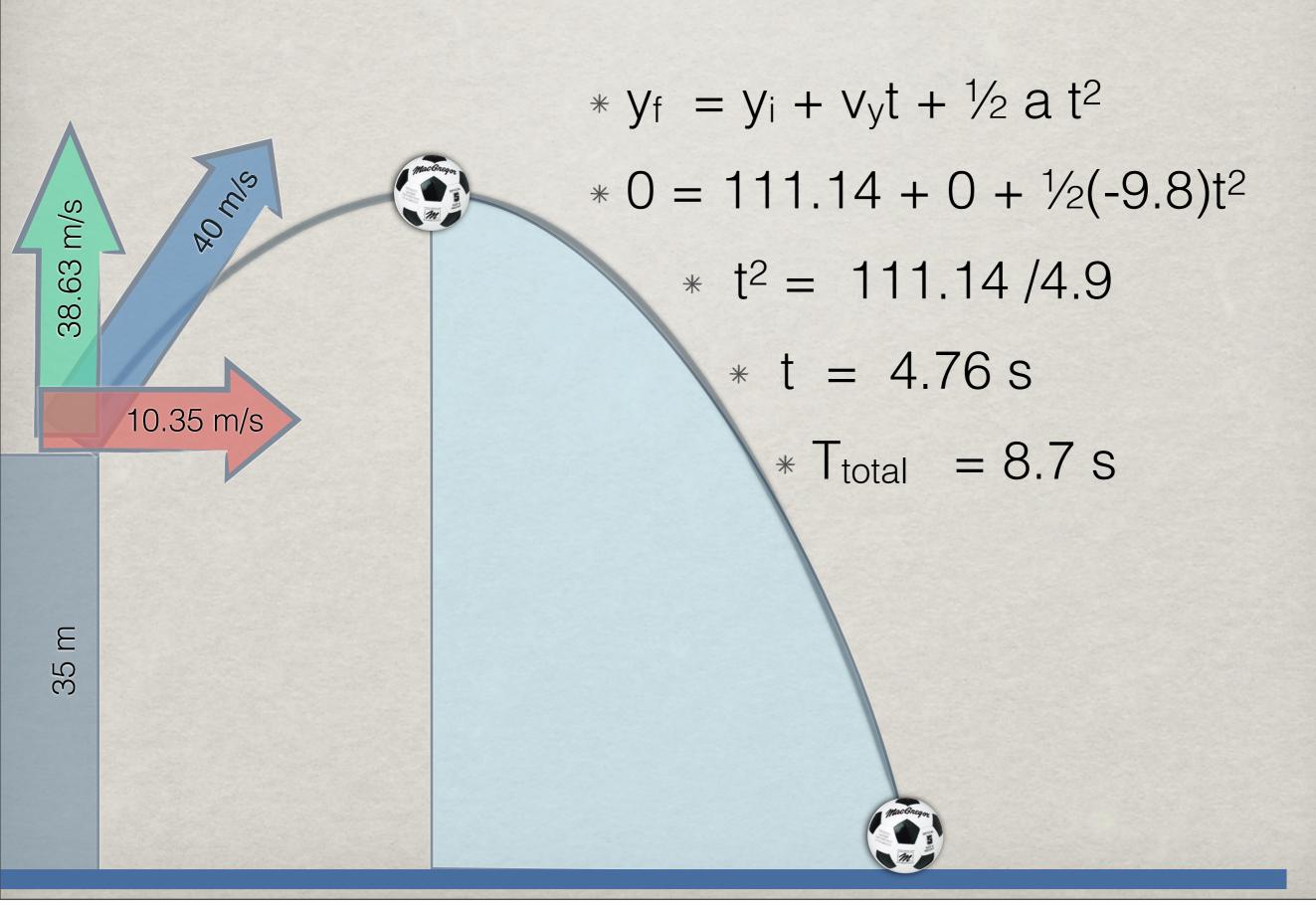
# At the Top of the Trajectory



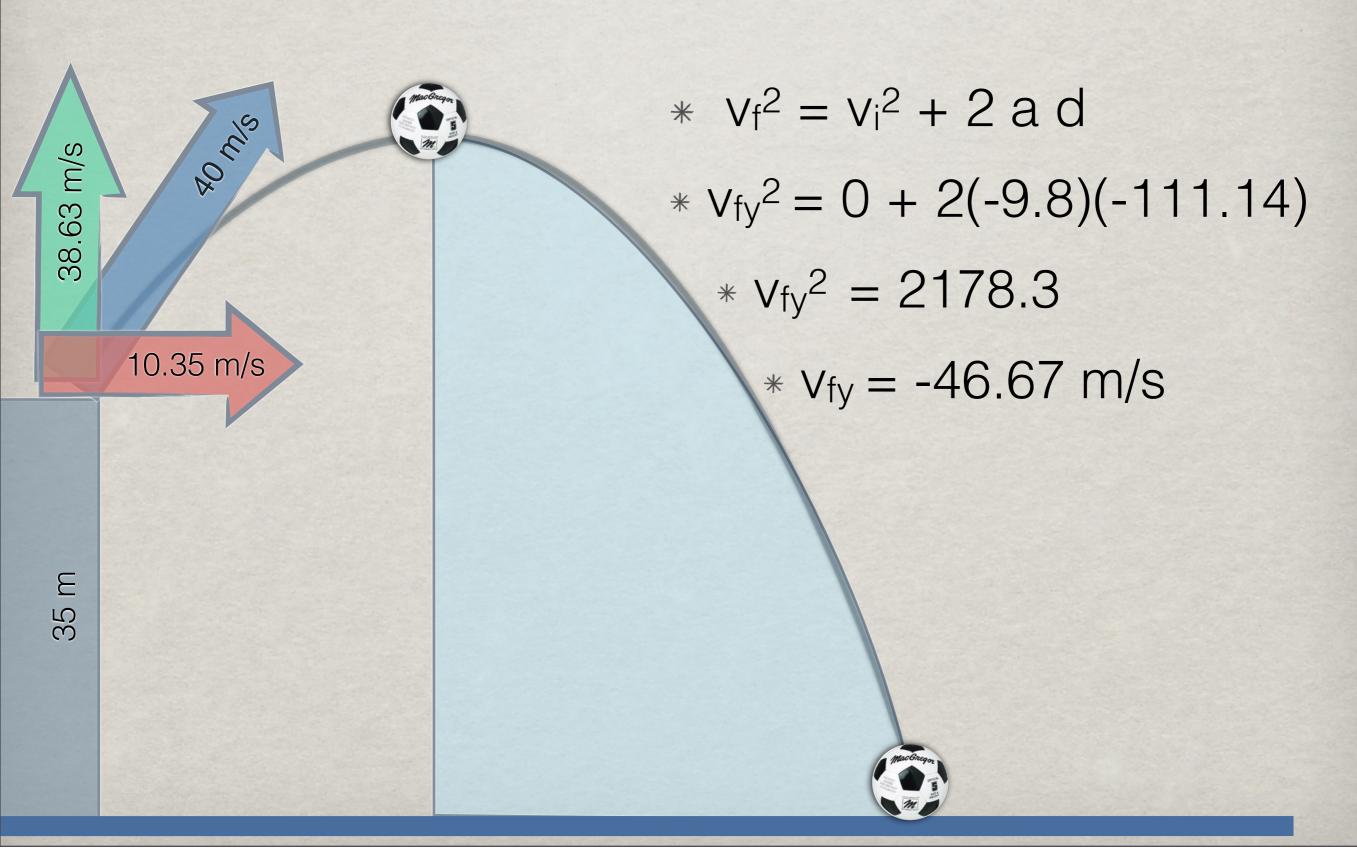
## Time to the Top



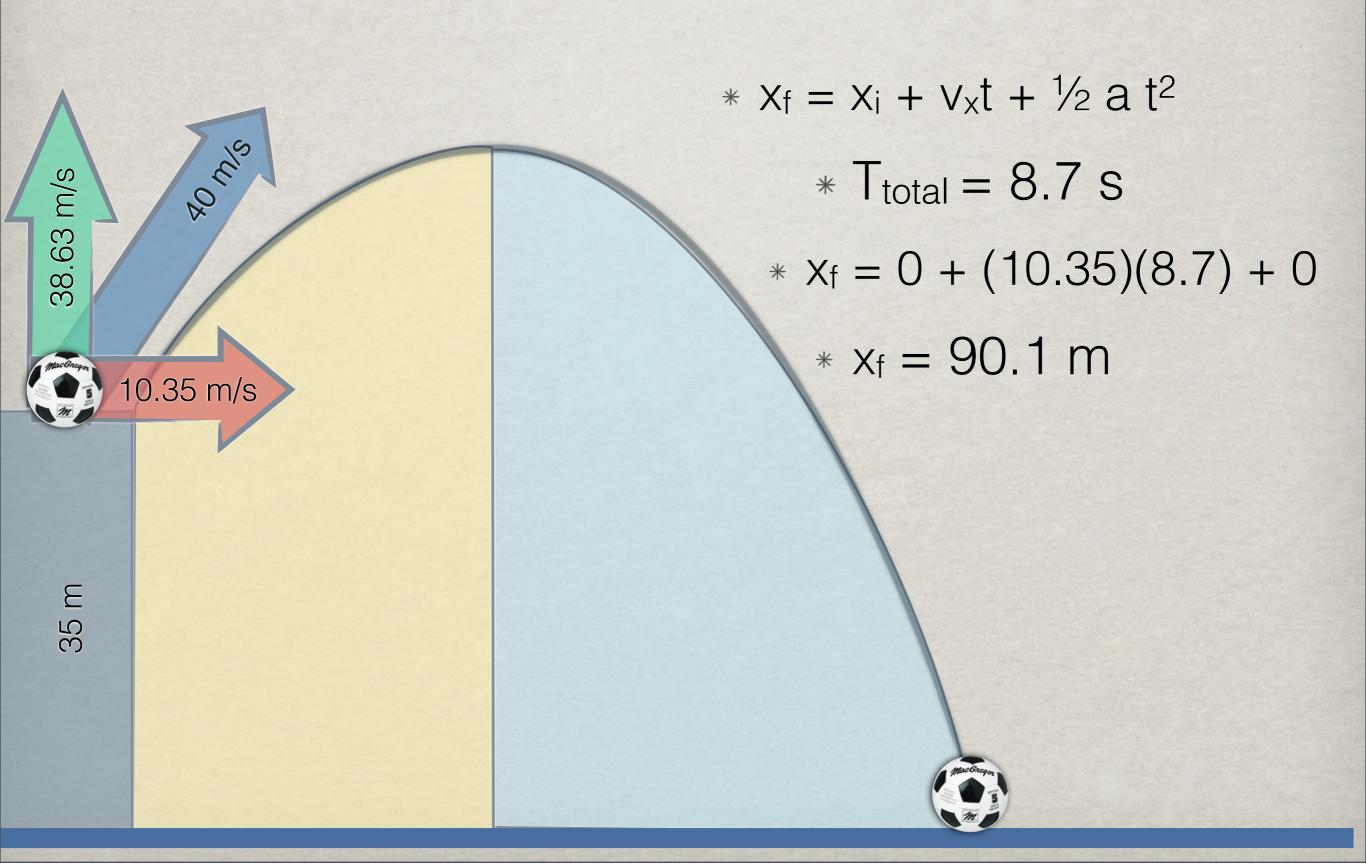
#### Time to Reach the Ground

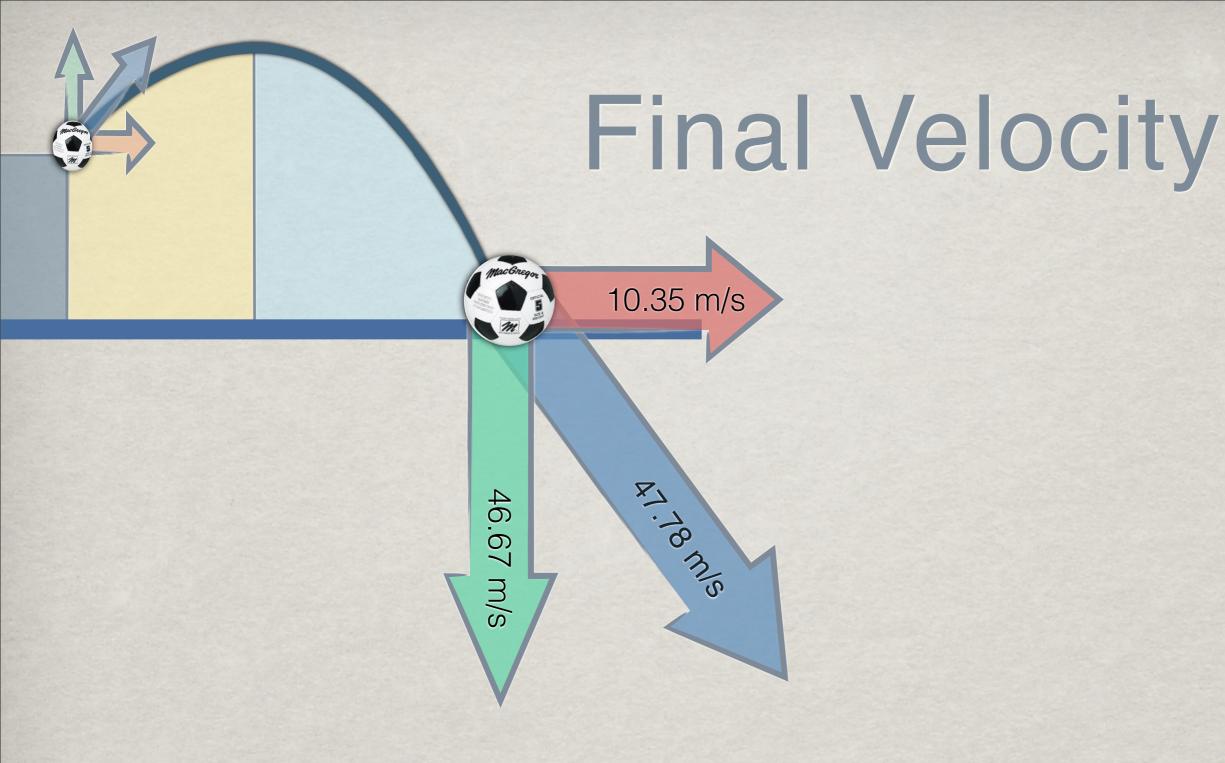


#### Downward Velocity at the Ground



### Range





- \*  $V_f = 47.78 \text{ m/s at } 282.5^{\circ}$
- \* (do the math!)

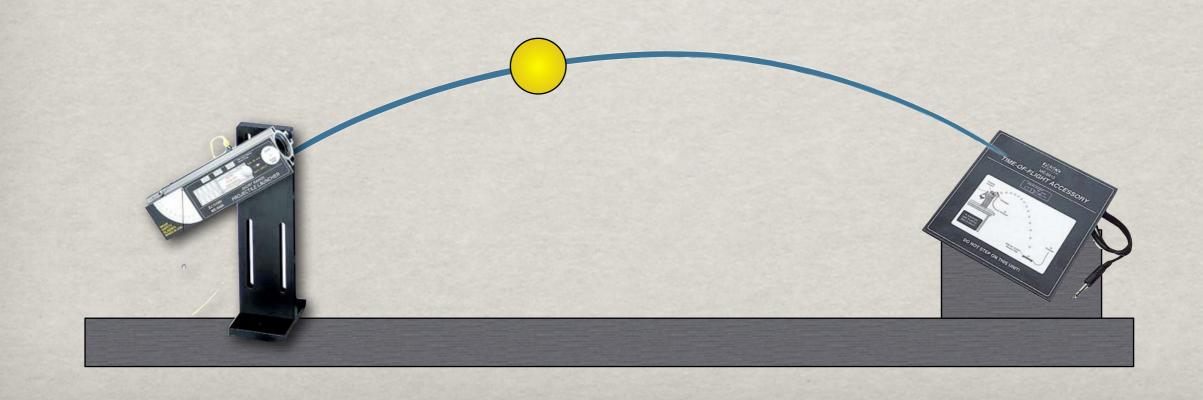
## Projectile Lab Experiment Vertical Launch



Setting	Average Maximum Height
1 click	
2 clicks	
3 clicks	

## Projectile Lab Experiment Second Launch

Calculated Velocity	Assigned Angle	Predicted Range	Predicted Time



## Projectile Lab Experiment Third Launch

