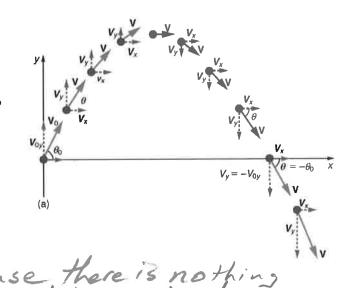
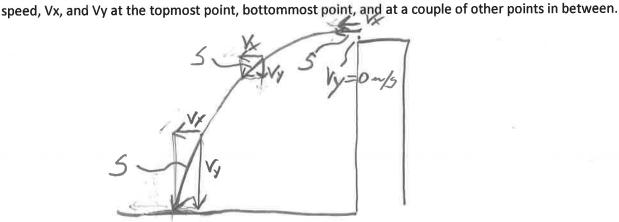
Projectiles:

1. The velocity of a launched projectile can be resolved into vertical (y) and horizontal (x) components. What happens to each of these components during the flight of the projectile? Why? Assume that there is no air resistance.

o Vy changes because gravity causes acceleration in y dimension.



2. A projectile is launched horizontally and to the left from the top of a tall building in the absence of air resistance. Sketch the path of the projectile as it falls to the ground. Use arrows to represent the object's

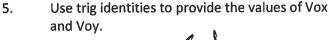


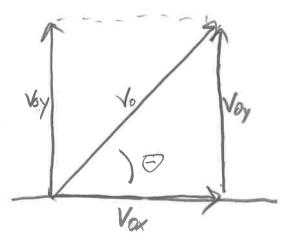
3. Suppose a boat is launched directly northward across a river. The steering rudder is not adjusted once the trip is underway, and the boat's speed (relative to the water) is a steady 4m/s. The river's current has a westward velocity of 2m/s. What happens to the x and components of the boat's velocity as it crosses the river? Sketch a diagram showing the boat's path. For at least the points, sketch vectors representing the boat's speed and velocity components (Vx and Vy).

Enreat Zn/s Vy Vx Vx Vx

Vy = 4 m/s North = moxor Vx = 2 m/s West = current A projectile is launched from ground level with an initial speed of V at an angle of θ above horizontal to the right. The projectile flies in the absence of air resistance until it returns to ground level.

Create a sketch showing the initial conditions in 4. this problem. Show the initial velocity vector. Also resolve the initial velocity vector into X and Y components and sketch those components.





6. Which component vector determines the time that the projectile remains in flight? Write a formula for time aloft.

Vay determines time aloft

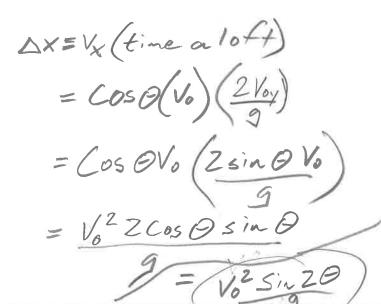
Time a loft felow (Twice the ascent time)

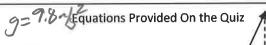
Write a formula for the maximum height 7. reached by the projectile,

reached by the projectile
$$\Delta y = V_{oy}(+) + V_{2}(-9)^{2}$$

$$\Delta y = V_{oy}(-9) + V_{2}(-9)^{2} + V_{0}(-9)^{2}$$

- Write a formula for the distance traveled by the 8. projectile. This is known as the range formula.





Resolving into x & y components:

Range formula:
$$v_{y0} = v_0 \sin \theta$$

$$Range = \frac{v_0^2 \sin 2\theta}{g}$$

$$v_x = v_0 \cos \theta$$

Horizontal motion:
$$x = v_x t = v_0 (\cos \theta) t$$

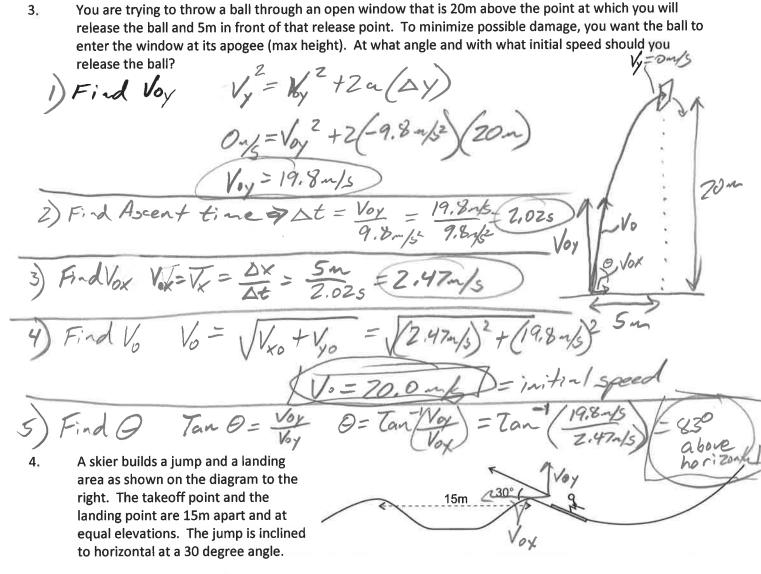
Vertical Motion:

$$y = y_0 + v_{y0}t - \frac{1}{2}gt^2 = y_0 + v_0(\sin\theta)t - \frac{1}{2}gt^2$$
$$v_y = v_{y0} - gt = v_0\sin\theta - gt$$

Projectile Practice Problems: Assume for all problems that there is no air resistance.

A car traveling at 60mph drives horizontally off of a cliff and falls to the ground 100m below. 1. 60mph (1m/s - 2.24mph Convert 60mph to m/s. a. b. How long does it take the car to reach the ground Voy= On/s Dy=Voyt+/2(a)t2 -100n= 1/2 (-9.8 n/s²)(t²) (t=4.52s How far, horizontally, does the car fly through the air? DX = Vx(t) = 26.8 m/s (4.52s) = 121 m You throw a ball at a 70° angle with an initial speed of 30mph. The ball flies in an arc and lands on a shelf 2. at the same height at which you released it. 30mph (1m/s) = Convert 30mph to m/s. a. How long will the ball remain aloft before hitting the shelf? b. The aloff = $2(\frac{V_{oy}}{g}) = 2(\frac{12.6mb}{9.845}) + 2.575$ What is the distance between the point of Voy = 13.4m/s (sin a) = 13.4m/s (0,940) Voy What is the distance between the point of release and the point of impact on the shelf? c. Ax = Vx (at) = Cos(70°)(13,4~/s) (2.57s) = 0.34(13.4 m/s)(2.57s) $\Delta X = (1.8 m)$ d. What maximum height was reached by the ball? 2.5% = 1,29s Dy = Voy t + /2 at2 = 12.6 m/s (1.295) + /2 (-9.8 m/s) (1.295) = 16.3 m - 8.15 m

Ay = 8,15m



- a. What speed does the skier need to attain in order to travel exactly 15 meters?
- b. Given the initial speed from part a, what is the skier's maximum height, relative to the takeoff point?

