

Tues: Warm Up 4 (DZL)

Thurs: Discussion/quiz

Ex:

### Projectile motion

Recall that a projectile is an object that moves only under the influence of Earth's gravity.

Quiz 1 80% - 90%  $\approx$  50% - 80%

For a projectile the acceleration is constant

$$\vec{a} \downarrow \quad \begin{aligned} a_x &= 0 \text{ m/s}^2 \\ a_y &= -g = -9.8 \text{ m/s}^2 \end{aligned}$$

Note that this ultimately implies that the vertical and horizontal components of motion are independent

Demo: Ball vertical vs horizontal

Quiz 2 50% - 80%  $\approx$  30%

Demo: Cart / ball launcher.

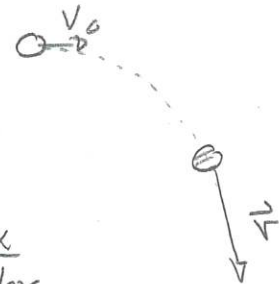
We can assess qualitative aspects of the motion

Horizontal	Vertical
<p>* horizontal component of velocity stays constant since</p> $v_x = v_{0x} + a_x t \Rightarrow v_x = v_{0x}$ <p>* example</p>	<p>* vertical component changes since</p> $v_y = v_{0y} - g t$ <p>earlier to later</p>

Quiz 3 -

Quiz 4 80%  $\approx$  90%

The trajectory will be curved as the velocity vector angles vertical. One can exactly show that it is a parabola



$$x = x_0 + v_{0x}t + \frac{1}{2}a_x t^2 \Rightarrow x = v_{0x}t \Rightarrow t = \frac{x}{v_{0x}}$$

$$y = y_0 + v_{0y}t + \frac{1}{2}a_y t^2 \Rightarrow y = y_0 + \frac{v_{0y}}{v_{0x}}x - \frac{g}{2} \frac{x^2}{v_{0x}^2}$$

$$\Rightarrow y = \underbrace{-\frac{g}{2v_{0x}^2}}_{\text{constant}} x^2 + \underbrace{\frac{v_{0y}}{v_{0x}}}_{\text{constant}} x + \underbrace{y_0}_{\text{constant}}$$

It's a curved path, not straight!

Again the set up for projectile motion is

$$V_x = v_{ox} + a_x t$$

$$X = x_0 + v_{ox} t + \frac{1}{2} a_x t^2$$

$$v_x^2 = v_{ox}^2 + 2a_x (x - x_0)$$

$$v_y = v_{oy} + a_y t$$

$$y = y_0 + v_{oy} t + \frac{1}{2} a_y t^2$$

$$v_y^2 = v_{oy}^2 + 2a_y (y - y_0)$$

