

Mon: Warm Up 4 D2L

Group Exercise **Attend!**

Tues: Discussion / quiz

Ex: On website 112, 115, 116, 120, 122, 126, 129

Two dimensional motion with constant acceleration

An object that moves with constant acceleration in two dimensions has acceleration vector

$$\mathbf{a} = a_x \hat{i} + a_y \hat{j}$$

where both a_x and a_y are constant as time passes. Then two rounds of integration give the two dimensional kinematics equations:

$$v_{fx} = v_{ix} + a_x \Delta t$$

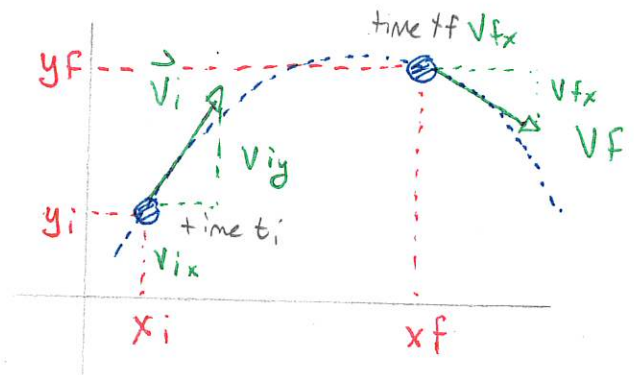
$$x_f = x_i + v_{ix} \Delta t + \frac{1}{2} a_x (\Delta t)^2$$

$$v_{fx}^2 = v_{ix}^2 + 2a_x(x_f - x_i)$$

$$v_{fy} = v_{iy} + a_y \Delta t$$

$$y_f = y_i + v_{iy} \Delta t + \frac{1}{2} a_y (\Delta t)^2$$

$$v_{fy}^2 = v_{iy}^2 + 2a_y(y_f - y_i)$$



Note that the horizontal and vertical components can be treated separately. The only common connection is the time variable.

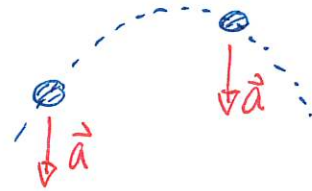
Projectile motion

A projectile is an object that only moves under the influence of Earth's gravity. Experiments indicate that

For projectiles acceleration is constant and

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

$$a_y = -g = -9.80 \text{ m/s}^2$$



Note that, for projectiles:

The vertical and horizontal motions are independent

Quiz 1 80% - 95% } 90% -

Demo: Ball dropped versus launched

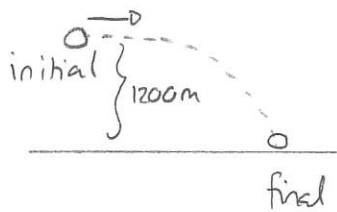
Demo: U of Iowa site - UMD GOTW #47

119 Aircraft dropping object

An aircraft flies horizontally with a constant speed of 600 km/h at a height of 1200 m above a flat surface. It drops an object from its underside; this object is supposed to hit a particular spot on the ground. How far (horizontally) from the spot must the aircraft be for the object to hit the spot? (131F2024)

Answer: 2610 m

Answer: ① Sketch



* not a straight line

③ list velocity information

* $V_f \neq 0$ (just before hitting)

draw $\vec{v}_i$
horizontal only

$$V_{ix} = 167 \text{ m/s}$$

$$V_{iy} = 0 \text{ m/s}$$

convert $\frac{600 \text{ km}}{\text{hr}} = \frac{6 \times 10^5 \text{ m}}{3600 \text{ s}} = 167 \text{ m/s}$

② list variables

$$x_i = 0 \text{ m}$$

$$y_i = 1200 \text{ m}$$

$$V_{ix} = 167 \text{ m/s}$$

$$V_{iy} =$$

$$a_x = 0 \text{ m/s}^2 \quad a_y = -9.80 \text{ m/s}^2$$

$$\Delta t =$$

$$x_f = ??$$

$$y_f = 0 \text{ m}$$

$$V_{fx} =$$

$$V_{fy} =$$

④ $x_f = x_i + V_{ix} \Delta t + \frac{1}{2} a_x (\Delta t)^2$

$$x_f = 167 \text{ m/s} \Delta t$$

We need Δt . Use vertical motion

$$y_f = y_i + V_{iy} \Delta t + \frac{1}{2} a_y (\Delta t)^2$$

$$0 \text{ m} = 1200 \text{ m} + \frac{1}{2} (-9.80 \text{ m/s}^2) (\Delta t)^2$$

$$\Rightarrow 4.90 \text{ m/s}^2 (\Delta t)^2 = 1200 \text{ m}$$

$$\Rightarrow \Delta t = \sqrt{\frac{1200 \text{ m}}{4.90 \text{ m/s}^2}}$$

$$\Rightarrow \Delta t = 15.6 \text{ s}$$

So $x_f = 167 \text{ m/s} \times 15.6 \text{ s}$

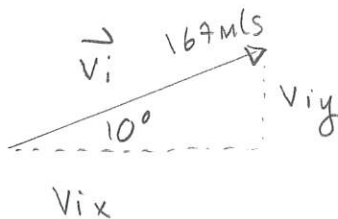
$$x_f = 2610 \text{ m}$$

Quiz 2 50% - 70% } 30% - 70%

Quiz 3 80% }

Suppose that in the example, the object was released while the aircraft ascends at an angle of 10° . How would this affect the answer?

The initial velocity vector would be



Then $v_{ix} = 167 \text{ m/s} \cos 10^\circ = 164 \text{ m/s}$

$$v_{iy} = 167 \text{ m/s} \sin 10^\circ = 29 \text{ m/s}$$

We would have to solve

$$x_f = 164 \text{ m/s} \Delta t$$

y_i

$$y_f = y_i + v_{iy} \Delta t + \frac{1}{2} a_y (\Delta t)^2$$

$$0 \text{ m} = 1200 \text{ m} + 29 \text{ m/s} \Delta t - 4.90 \text{ m/s}^2 (\Delta t)^2$$

Solve quadratic