LECTURE #8 – SUMMARY

A particle is accelerating if its velocity changes (i) magnitude, or (ii) direction.

- The component of acceleration that is parallel to velocity changes only the magnitude of the velocity, NOT its direction.
- The component of acceleration that is always perpendicular to velocity changes only the direction of the velocity, NOT its magnitude.

Section II.4 Projectile Motion

projectile - an object that is launched into the air and then moves predominantly under the influence of gravity.

Projectile motion can usually be treated in 2-D:

- acceleration is constant in the x direction = zero (usually)
- acceleration is constant in the y direction = gravity \rightarrow
- assume negligible air resistance \rightarrow

Initial conditions? Set $t = t_0 = 0$.

Position: at t = 0, $x_o = 0$, $y_o = 0$ Velocity: at t = 0, $v_{xo} = v_o \cos \theta_o$, $v_{yo} = v_o \sin \theta_o$

Equations governing the motion of the projectile:

Acceleration:
$$a_x = 0$$
 $a_y = -g$

Velocity:
$$\begin{aligned} v_x(t) &= v_{xo} + a_x(t - t_o) & v_y(t) &= v_{yo} + a_y(t - t_o) \\ &= v_{xo} = v_o \cos \theta_o & v_y(t) &= v_{yo} - gt = v_o \sin \theta_o - gt \end{aligned}$$

$$= v_{xo} = v_{o} \cos \theta_{o} \qquad = v_{yo} - gt = v_{o} \sin \theta_{o} - gt$$

(1) Trajectory (y as a function of x)

$$y(t) = (\tan \theta_o)x(t) - \left(\frac{g}{2v_o^2 \cos^2 \theta_o}\right)x(t)^2$$
 so the trajectory is a parabola.

(2) Range (how far the projectile travels if it traverses a level ground)

$$x_{R} = \frac{{v_{o}}^{2}}{g} sin 2\theta_{o} \rightarrow increases$$
 as v_{o} increases, and as g decreases

(3) Flight Time (how long the projectile is in flight if it traverses a level ground)

$$t_f = \frac{2v_o}{g}\sin\theta_o$$
 \rightarrow increases as v_o increases, g decreases, θ_o goes from 0 to 90°

(4) Maximum Height (how high the projectile goes)

$$y_{max} = \frac{{v_o}^2}{2g} \sin^2 \theta_o \rightarrow \text{increases as } v_o \text{ increases, } g \text{ decreases, } \theta_o \text{ goes from 0 to } 90^\circ$$