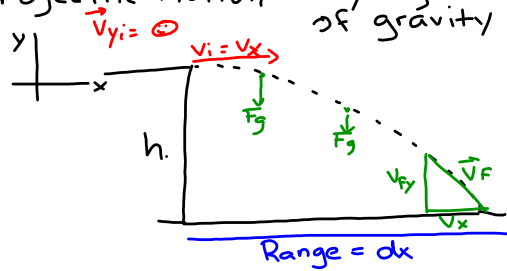


Projectile Motion

Air to Ground Projectiles

Projectile motion - any object under the influence of gravity



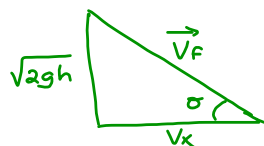
$$\sum F = m\vec{a}$$

$$\vec{a} = -g\hat{y}$$

time is y problem depends only on height

- no acceleration in the x direction
- acceleration of  $g$  ( $9.8 \text{ m/s}^2$ ) in the y direction (down)
- only time crosses the axes

x	y
$v_i = v_x$	$v_i = 0$
$v_f = v_x$	$a = -g$
$a = 0$	$d = -h$
$dx = v_x t$	$d = v_i t + \frac{1}{2} a t^2$
$dx = v_x \sqrt{\frac{2h}{g}}$	$-h = \frac{1}{2} (-g) t^2$
	rearranging
	$t = \sqrt{\frac{2h}{g}}$
	$v_f^2 = v_i^2 + 2ad$
	$v_f^2 = 2(-g)(-h)$
	$v_f^2 = 2gh$



$$\theta = \tan^{-1} \left( \frac{\sqrt{2gh}}{v_x} \right)$$

$$v_f^2 = v_x^2 + (\sqrt{2gh})^2$$

$$v_f = \sqrt{v_x^2 + 2gh}$$

Energy

Top

$$PE_i = mgh$$

$$KE_i = \frac{1}{2} m v_x^2$$

Bottom

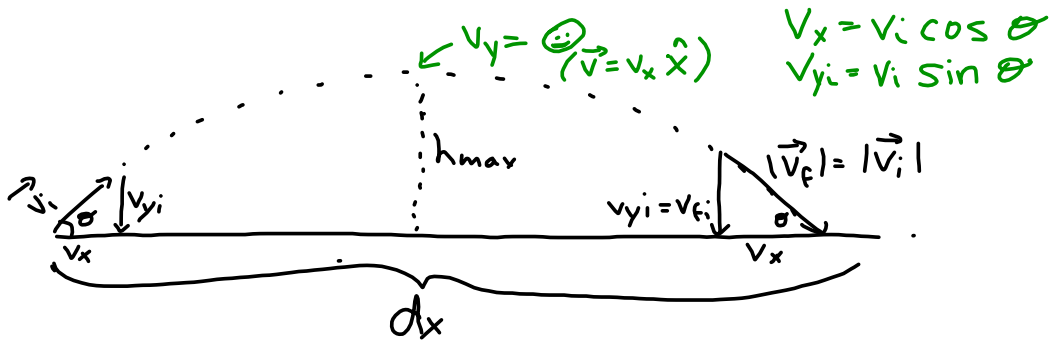
$$PE_f = 0$$

$$KE_f = \frac{1}{2} m v_x^2 + mgh = \frac{1}{2} m v_f^2$$

$$= \frac{1}{2} v_x^2 + gh = \frac{1}{2} v_f^2$$

$$v_f^2 = v_x^2 + 2gh$$

Ground to Ground Projectiles (Symmetrical)



Time is a y-problem depends only on  $v_{yi}$

X	Y
$dx = v_x t$	going up
$dx = v_x \frac{2v_{yi}}{g}$	$v_i = v_{yi}$ $a = -g$ $v_f = \ominus$
$dx = \frac{2v_x v_{yi}}{g}$	$v_f = v_i + at$ $v_f^2 = v_i^2 + 2ad$
$dx = \frac{2(v_i \cos \theta)(v_i \sin \theta)}{g}$	$v_{yi} = g t_{up}$ $\ominus = v_{yi}^2 + 2(-g)(h_{max})$
$dx = \frac{v_i^2 2 \sin \theta \cos \theta}{g}$	$t_{up} = \frac{v_{yi}}{g}$ $h_{max} = \frac{v_{yi}^2}{2g}$
$dx = \frac{v_i^2 \sin 2\theta}{g}$	$v_{yi} = +\sqrt{2gh_{max}}$
↑ More explanation coming for this	going down (same as air to ground)
	$v_f = -\sqrt{2gh_{max}}$
	Sufficient for complete symmetry
	$t_{down} = \sqrt{\frac{2h_{max}}{g}}$
	$t_{down} = \sqrt{\frac{2(\frac{v_{yi}^2}{2g})}{g}}$
	$t_{down} = \frac{v_{yi}}{g}$
	$\frac{t}{g} = \frac{v_{yi}}{g} \times \frac{1}{g}$
	$\sqrt{\frac{v_{yi}^2}{g^2}}$
	$t = t_{up} + t_{down} = 2 t_{up} = \frac{2v_{yi}}{g}$
	Remember $t_{up} = t_{down}$