

Projectile Motion

An object that is launched into the air and then comes under the influence of gravity moves in two dimensions (up/down and forward) and is called a projectile. The path taken by the projectile is called a trajectory.

Horizontally Launched Projectile

Projectile Launched At An Angle

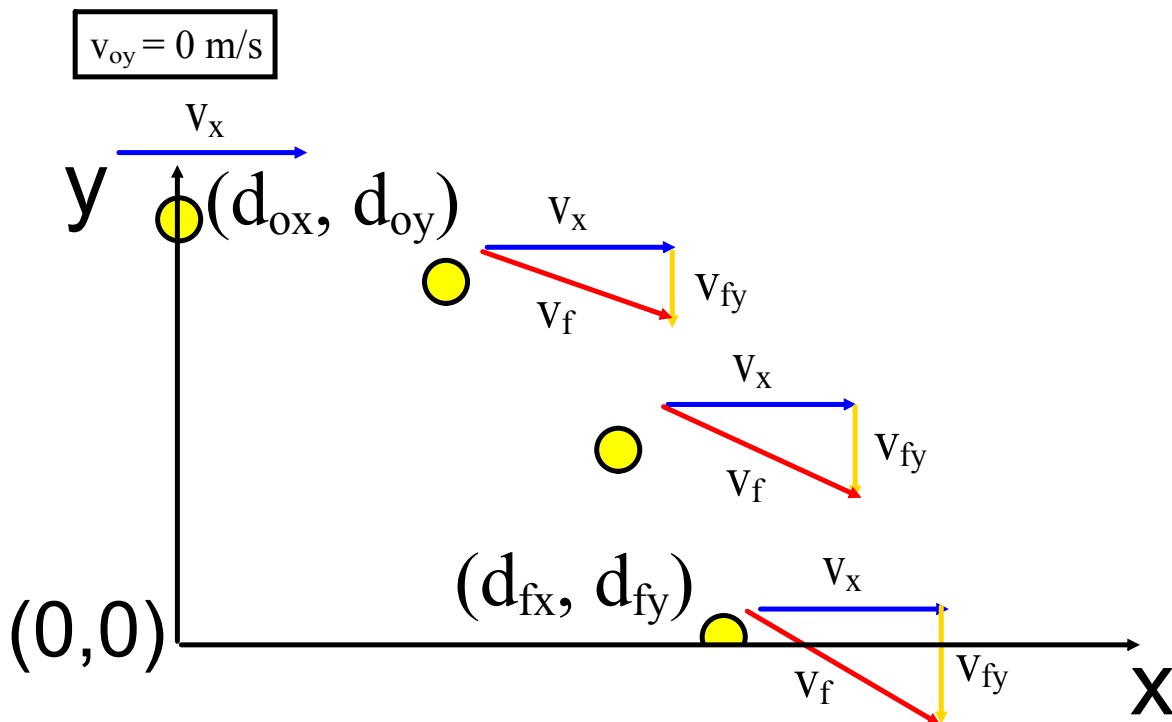
The vertical and horizontal motion of a projectile are independent of one another.

Horizontal Motion -> The horizontal velocity of a projectile is constant (ignoring air resistance).

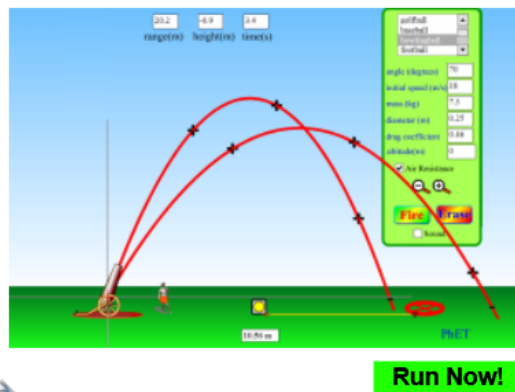
Vertical Motion -> The vertical velocity of a projectile is continually changing due to gravity.

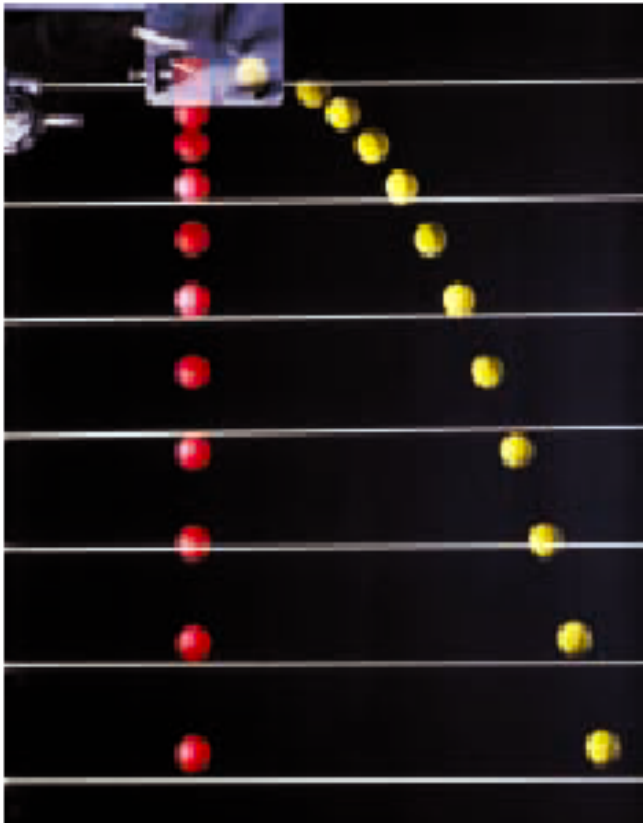
Projectile Fired Horizontally

Imagine the trajectory of a ball launched horizontally from the top of a cliff. Note the frame of reference (coordinate system).



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Figure 11.2 You can see that the balls are accelerating downward, because the distances they have travelled between flashes of the strobe light are increasing. If you inspected the horizontal motion of the ball on the right, you would find that it travelled the same horizontal distance between each flash of the strobe light.

Read MHR: Pg. 532 - 536 (read through model problem - pay close attention to the explanations not so much the math).

A projectile is fired horizontally from a height of 44.1 m at a speed of 50.0 m/s.

a) How long after it was fired, did the projectile hit the ground? (3.00 s)

b) How far forward did the projectile travel? (150 m)

$$\begin{array}{l}
 \text{a) } t = ? \\
 d_{oy} = 44.1 \\
 v_x = 50 \text{ m/s} \\
 \leftarrow \text{constant}
 \end{array}
 \quad
 \begin{array}{l}
 d_{ox} = 0 \text{ m} \\
 d_{fy} = 0 \text{ m} \\
 v_{oy} = 0 \text{ m/s}
 \end{array}
 \quad
 v_{ox} = \frac{d_{fx} - d_{ox}}{t}$$

$$\begin{array}{l}
 a_y = -9.81 \text{ m/s}^2 \\
 d_{fy} = d_{oy} + v_{oy}t + \frac{1}{2}a_y t^2 \\
 0 = 44.1 - 4.9t^2 \\
 -44.1 = -4.9t^2 \\
 9 = t^2 \\
 \boxed{3 = t}
 \end{array}$$

$$\text{b) } d_{fx} = ? \quad v_{ox} = \frac{d_{fx} - d_{ox}}{t}$$

$$50 = \frac{d_{fx} - 0}{3}$$

$$\boxed{150 \text{ m} = d_{fx}}$$

Prob. Set
#1

<u>x-direction</u>	<u>y-direction</u>
$v_{2x} = 53.5 \text{ m/s}$	$v_{0y} = 0 \text{ m/s}$
$d_{0x} = 0 \text{ m/s}$	$d_{0y} = 785 \text{ m}$
$d_{fx} = ?$	$d_{fy} = 0 \text{ m}$
$v_{2x} = \frac{d_{fx} - d_{0x}}{t}$	$a = -9.81 \text{ m/s}^2$
	Solve for time

\uparrow
need
time

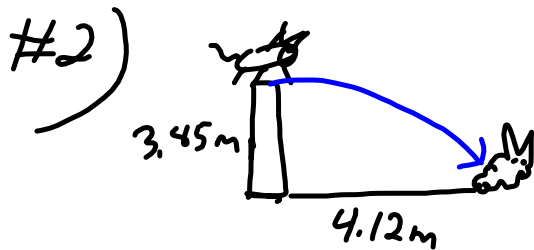
$$d_{fy} = d_{0y} + v_{0y}t + \frac{1}{2}at^2$$

$$0 = 785 - 4.9t^2$$

$$53.5 = \frac{d_{fx} - 0}{12}$$

$$\leftarrow \underline{12 \text{ s} = t}$$

$$677 \text{ m} = d_{fx}$$



x-dir

$$d_{ox} = 0 \text{ m}$$

$$d_{fx} = 4.12 \text{ m}$$

$$v_{x} = ?$$

$$t = ?$$

y-dir

$$d_{oy} = 3.85 \text{ m}$$

$$d_{fy} = 0 \text{ m}$$

$$a_y = -9.81 \text{ m/s}^2$$

$$v_{oy} = 0 \text{ m/s}$$

Find t!

$$d_{fy} = d_{oy} + v_{oy}t + \frac{1}{2}a_yt^2$$

$$0 = 3.85 - 4.9t^2$$

$$\underline{0.88 \text{ s}} = t$$

$$v_x = \frac{4.12 - 0}{0.88} = \boxed{4.7 \text{ m/s}}$$

Attachments

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