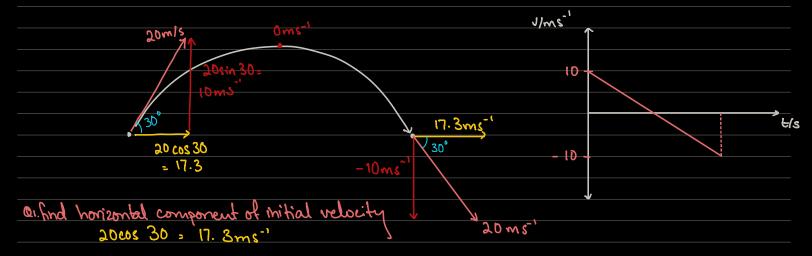
PROJECTILE MOTION: PART OF KINEMATICS

- Motion in which an object performs "two dimensional motion" ie. it moves in the horizontal as well as in the vertical plane, as shown.

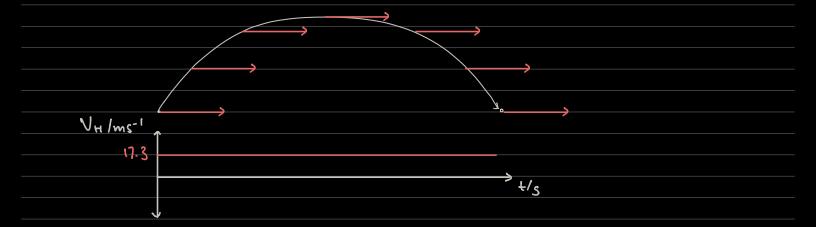


O2. Find the vertical component of initial velocity
20sin 30 = 10ms-1

Note: the vertical component of velocity gets influenced by the pull of gravity, therefore, the vertical component becomes 0 as you reach the highest point, and then, it again increases in the opposite direction

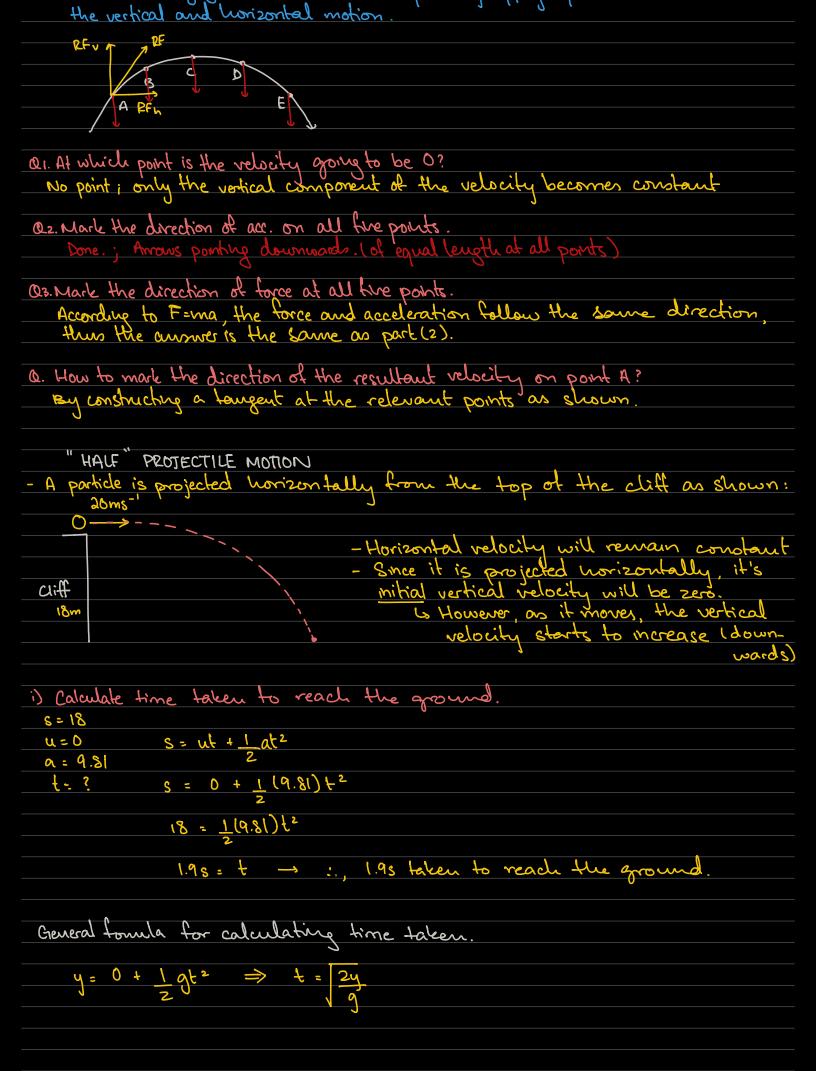
"Teacher's Notes"

- Since acceleration due to growity acts in the vertical plane, therefore it does not affect the horizontal motion. Therefore the horizontal vector will remain unchanged.



Important Points.

- 1. Vertical velocity change continuously
- 2. Horizontal velocity remains constant 3. Acceleration acts only in the vertical plane
- 4. If AR is negligible, then we can separately apply equations of motion for



i) Calculate horizonal displacement
<u>s = d</u>
t
20 = d
1.0
20 x 1.9 = d
38m = d → : horizontal displacement = 38m
General formula for calculating horizontal displacement
Δ
distance = speed x time => x = u x 2y
where
n=horisontal displacement u=(initial)horisontal velocity y=vertical displacement g= opanitational acceleration
u = (initial)horizontal velocity
y = vertical displacement '
a = manitational acceleration