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1 % Ian Woodbury
2 % 11.28.2021
3 % ECE 202 Project 2: Hitting a home run, with air resistance, and
4 % calculating net force at each step
5 % Phase 1: Comparing analytic and numeric solutions, without drag
6
7 clear; clf;
8
9 % ---- define given information ----
10
11 m = 0.145; % mass of a baseball (kg)
12 v0mph = 112; % exit velocity in mph
13 phi0deg = 32; % launch angle in degrees
14
15 x0 = 0; y0 = 0; % it doesn't really matter where the ball starts
16 % assume measurements in m to start
17
18 g = 10; % gravitational constant in N/kg (1 N/kg = 1 m/s^2)
19
20
21 % ----- set up more variables, and conversions -----
22
23 mph2mps = 5280 * 12 * 2.54 / 100 / 3600; % mph to m/s conversion
24 deg2rad = pi()/180; % conversion for degrees to radians
25 m2ft = 3.28; % conversion for meters to feet
26
27 v0 = v0mph * mph2mps; % converts v0 from mph to m/s
28 phi0 = phi0deg * deg2rad; % converts launch angle from degrees to radians
29
30 vx = v0*cos(phi0); % x-component of v0 (m/s)
31 vy = v0*sin(phi0); % y-component of v0 (m/s)
32
33 tH = vy/g; % time to reach max. height
34 tLand = 2*tH; % time to land (time of flight)
35
36 % ----- set up a time array, compute x(t), y(t) analytically -----
37
38 tmin = 0; tmax = tLand;
39 N = 2000; % intervals
40
41 t = linspace(tmin, tmax, N+1); % time array, connects x(t) with y(t)
42
43 xt = x0 + vx*t; % x(t), ax = 0 (no drag)
44 yt = y0 + vy*t - (1/2)*g*t.^2; % y(t), ay = -g (no drag)
45
46
47 % ----- add numeric solution -----
48
49 dt = (tmax-tmin)/N;
50
51 y = zeros(1, N+1); % initialize y(t)
52 x = zeros(1, N+1);
53
54 y(1) = y0;
55 vy = vy; % vy(1) = vy, i.e., no array is needed!
56
57 x(1) = x0;
58 vx = vx; % vx(1) = vx, i.e., no array is needed!
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59
60 for n = 1:N % stop at N
61
62     % net force of the ball
63     Fnety = -m*g; % net force on the y axis (N), -g with no drag
64     Fnetx = 0;    % net force on the x axis (N), zero with no drag
65
66
67     % updating position, velocity, and acceleration of
68     % the ball on the y axis
69     % acceleration (m/s^2)
70     ay = Fnety/m;
71     % position (m)
72     y(n+1) = y(n) + vy*dt + (1/2)*ay*dt^2; % vy = y', ay = y''
73     % velocity (m/s)
74     vy = vy + ay*dt; % vy(n+1) = vy(n) + ay*dt
75
76     % updating position, velocity, and acceleration of
77     % the ball on the x axis
78     % acceleration (m/s^2)
79     ax = Fnetx/m;
80     % position (m)
81     x(n+1) = x(n) + vx*dt + (1/2)*ax*dt^2; % vx = x', ax = x''
82     % velocity (m/s)
83     vx = vx + ax*dt; % vx(n+1) = vx(n) + ax*dt
84
85
86 end
87
88 % ----- Checking -----
89
90 % sum checks of analytic solution minus numeric solution
91 checky = sum(abs(yt-y))
92 checkx = sum(abs(xt-x))
93
94 % ----- Converting units for plotting -----
95
96 ytft = yt*m2ft; % all values converted from m to ft for plotting
97 xtft = xt*m2ft;
98 yft = y*m2ft;
99 xft = x*m2ft;
100
101
102 % ----- Plotting -----
103
104 plot(xtft, ytft, xft, yft, 'LineWidth', 2)
105 grid on
106 ax = gca; ax.FontSize = 15; ax.GridAlpha = 0.3;
107 xlabel('x (ft)', 'FontSize', 18)
108 ylabel('y (ft)', 'FontSize', 18)
109 title({'ECE 202, Project 2 Phase 1: Trajectory of a baseball', ...
110       'no drag, analytic vs. numeric solution'}, 'FontSize', 22)
111 legend({'analytic (behind numeric)', 'numeric'}, ...
112       'FontSize', 18)
113 ylim([-2 140]) % add a little space on the bottom, more on top for legend
114
```