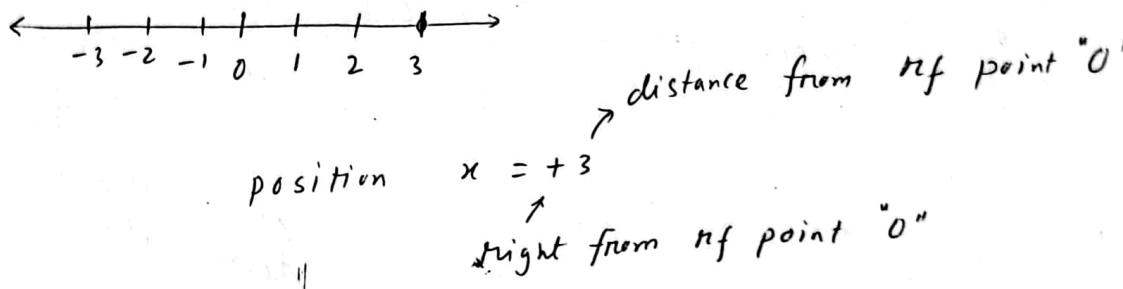


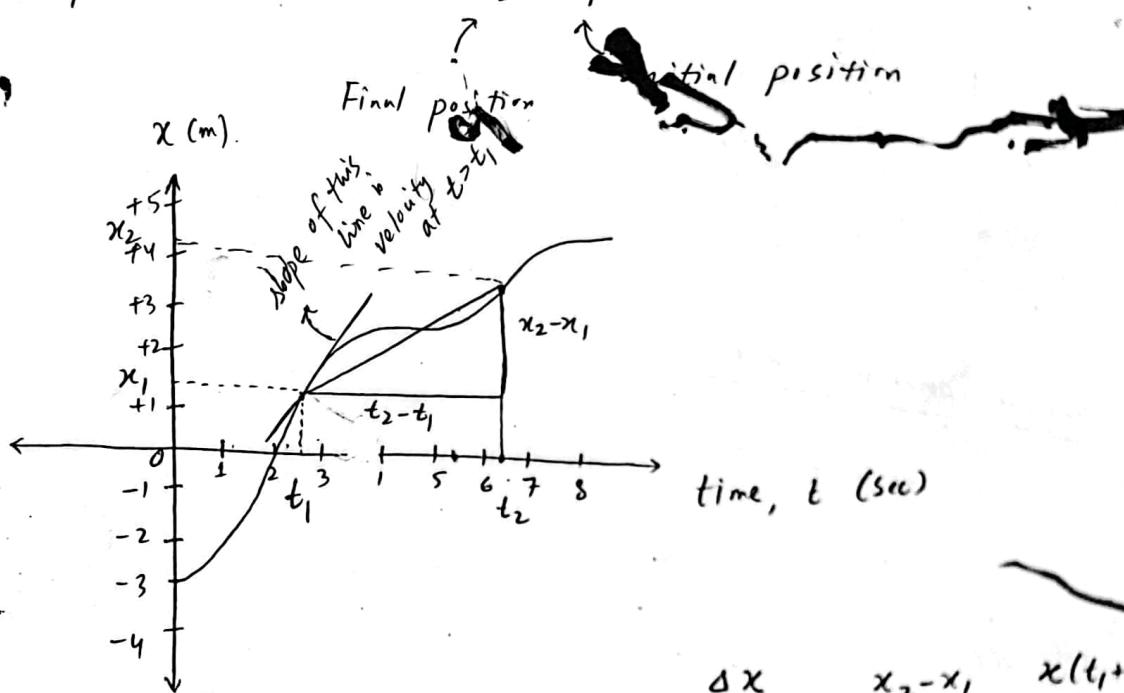
Motion Along a Straight Line

(1)

$$x = +3$$



$$\text{Displacement, } \Delta x = x_2 - x_1$$



$$\text{Average velocity, } v_{\text{avg}, t_1, t_2} = \frac{\Delta x}{\Delta t} = \frac{x_2 - x_1}{t_2 - t_1} = \frac{x(t_1 + \Delta t) - x(t_1)}{\Delta t}$$

Instantaneous velocity /

velocity,

$$v(t = t_1) = \lim_{\Delta t \rightarrow 0} \frac{x(t_1 + \Delta t) - x(t_1)}{\Delta t}$$

$$= \lim_{\Delta t \rightarrow 0} \frac{\Delta x}{\Delta t} \Big|_{t=t_1}$$

$$= \frac{dx}{dt} \Big|_{t=t_1}$$

$$\text{Average acceleration, } a_{\text{avg}, t_1, t_2} = \frac{v_2 - v_1}{t_2 - t_1} = \frac{\Delta v}{\Delta t} = \frac{v(t_1 + \Delta t) - v(t_1)}{\Delta t} = \frac{\Delta v}{\Delta t}$$

$$\begin{aligned}\text{Instantaneous acceleration, } a(t=t_1) &= \lim_{\Delta t \rightarrow 0} \frac{v(t_1 + \Delta t) - v(t_1)}{\Delta t} \\ &= \lim_{\Delta t \rightarrow 0} \frac{\Delta v}{\Delta t} \Big|_{t=t_1} \\ &= \frac{dv}{dt} \Big|_{t=t_1}\end{aligned}$$

$$\begin{aligned}v &= \frac{dx}{dt} \\ a &= \frac{dv}{dt} = \frac{d^2x}{dt^2}\end{aligned}$$

xx Sample problem: 2.03

$$x = 4 - 27t + t^3$$

$$(a) v(t) = \frac{dx}{dt} = -27 + 3t^2$$

$$(b) \quad \therefore v = 0 = -27 + 3t^2 \Rightarrow 3t^2 = 27$$

$$\Rightarrow t^2 = 9$$

$$\Rightarrow t = \pm 3 \text{ s}$$

$$(c) \quad x(t) = 4 - 27t + t^3$$

$$v(t) = -27 + 3t^2$$

$$a(t) = 6t$$

$$\text{at } t = 0, \quad x(0) = +4 \text{ m} \quad (2)$$

$$v(0) = -27 \text{ m/s}$$

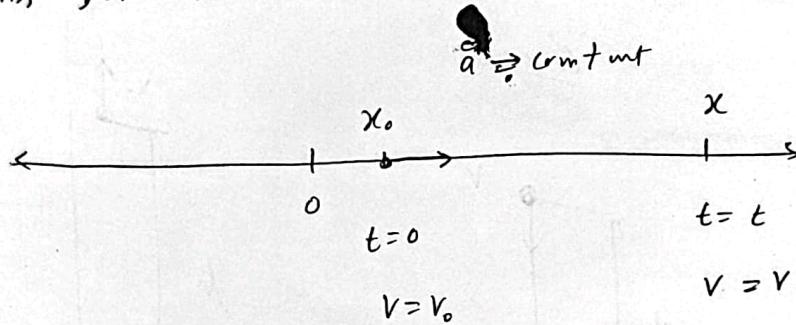
$$a(0) = 0 \text{ m/s}^2$$

$$\text{at } t = 3, \quad x(3) = -50 \text{ m}$$

$$v(3) = 0 \text{ m/s}$$

$$a(3) = 9 \text{ m/s}^2$$

ad
Equations for motion with constant acceleration,



$$a = \frac{dv}{dt}$$

$$\Rightarrow \int_{v_0}^v dv = \int_0^t a dt$$

$$\Rightarrow [v]_{v_0}^v = a \int_0^t dt$$

$$\Rightarrow v - v_0 = at$$

$$\Rightarrow v = v_0 + at$$

t	0	t
v	v_0	v

$$a = \frac{v - v_0}{t} \Rightarrow t = \frac{v - v_0}{a}$$

$$v^2 = v_0^2 + 2a(x - x_0)$$

[Graph] $v \sim t$

$a \sim t$

t	0	t
x	x_0	x

$$\Rightarrow \int_{x_0}^x dx = \int_0^t v dt$$

$$\Rightarrow [x]_{x_0}^x = \int_0^t (v_0 + at) dt \Rightarrow x - x_0 = \left[v_0 t + \frac{1}{2} at^2 \right]_0^t$$

$$\Rightarrow x - x_0 = v_0 t + \frac{1}{2} at^2$$

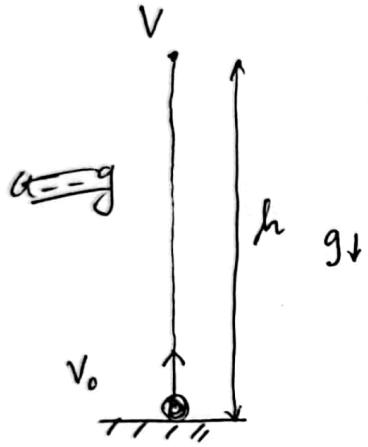
Sample problem 2.03 "Reverse"

$$a(t) = 6t \text{ m/s}^2, \quad v(t=0) = -27 \text{ m/s}, \quad x(t=0) = 4 \text{ m}$$

$$v(t) = ? \quad x(t) = ?$$

Free Fall Acceleration:

Case-1 ↑

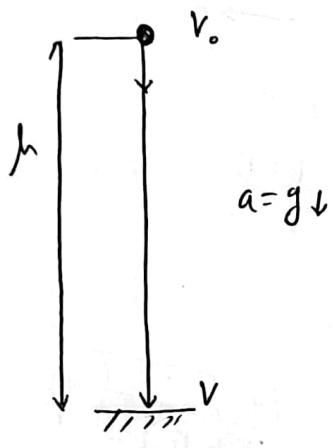


$$v = v_0 - gt$$

$$v^2 = v_0^2 - 2gh$$

$$h = v_0 t - \frac{1}{2}gt^2$$

Case-2 ↓

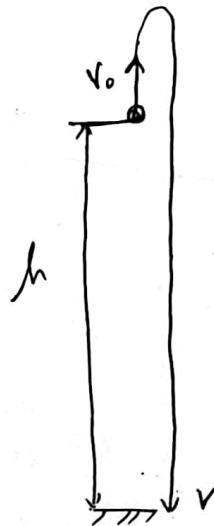


$$v = v_0 + gt$$

$$v^2 = v_0^2 + 2gh$$

$$h = v_0 t + \frac{1}{2}gt^2$$

Case-3

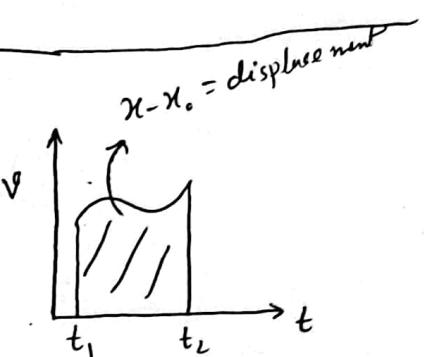


$$v = -v_0 + gt$$

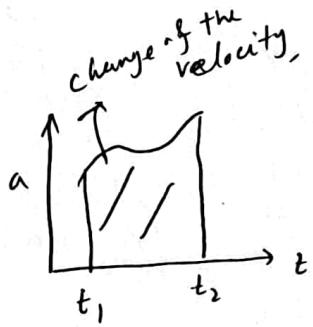
$$v^2 = v_0^2 + 2gh$$

$$h = -v_0 t + \frac{1}{2}gt^2$$

$$\# \quad v = \frac{dx}{dt} \Rightarrow \int_{x_0}^x dx = \int_{t_1}^{t_2} v dt \Rightarrow x - x_0 = \int_{t_1}^{t_2} v dt$$



$$v - v_0 = \int_{t_1}^{t_2} a dt$$



"Motion in '2D' and '3D':"

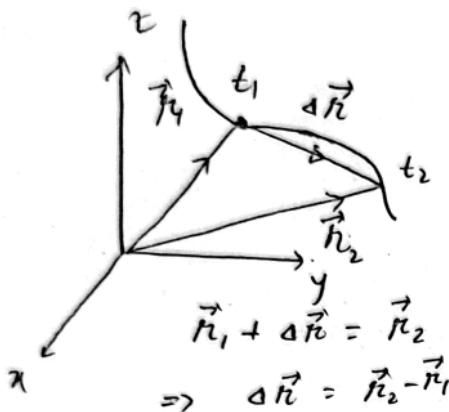
"Chapter-4"

(3)

Position vector, $\vec{r} = x \hat{i} + y \hat{j} + z \hat{k}$

Displacement, $\Delta \vec{r} = \vec{r}_2 - \vec{r}_1$

$$= (x_2 - x_1) \hat{i} + (y_2 - y_1) \hat{j} + (z_2 - z_1) \hat{k}$$



Average velocity,

$$\vec{v}_{avg, t_1, t_2} = \frac{\vec{r}_2 - \vec{r}_1}{t_2 - t_1} = \frac{\Delta \vec{r}}{\Delta t}$$

$$= \frac{\Delta x}{\Delta t} \hat{i} + \frac{\Delta y}{\Delta t} \hat{j} + \frac{\Delta z}{\Delta t} \hat{k}$$

$$= v_{avg, x} \hat{i} + v_{avg, y} \hat{j} + v_{avg, z} \hat{k}$$

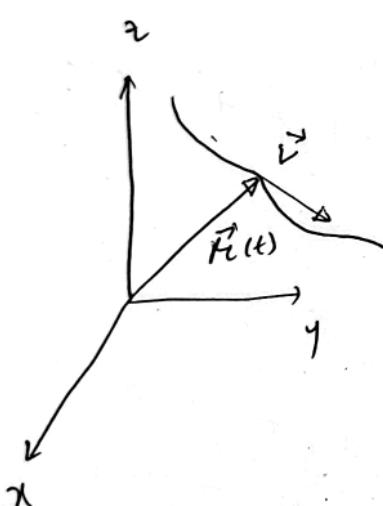
Instantaneous velocity / Velocity,

$$\vec{v} = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{r}}{\Delta t}$$

$$= \frac{d \vec{r}}{dt}$$

$$= \frac{dx}{dt} \hat{i} + \frac{dy}{dt} \hat{j} + \frac{dz}{dt} \hat{k}$$

$$= v_x \hat{i} + v_y \hat{j} + v_z \hat{k}$$



Average acceleration,

$$\vec{a}_{avg} = \frac{\vec{v}_2 - \vec{v}_1}{t_2 - t_1} = \frac{\Delta \vec{v}}{\Delta t}$$

$$= \frac{\Delta v_x}{\Delta t} \hat{i} + \frac{\Delta v_y}{\Delta t} \hat{j} + \frac{\Delta v_z}{\Delta t} \hat{k}$$

Acceleration,

$$\vec{a} = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{v}}{\Delta t} = \frac{d \vec{v}}{dt}$$

$$= \frac{dv_x}{dt} \hat{i} + \frac{dv_y}{dt} \hat{j} + \frac{dv_z}{dt} \hat{k}$$

$$= a_{x,i} \hat{i} + a_{y,i} \hat{j} + a_{z,i} \hat{k}$$

See
SP: 4.01, 4.02,
4.03

Ch p: 2

SP: 2.03, 2.05

CP: 2, 5

Ph: 5, 15, 18, 20

Chup: 4:

SP: 4.01, 4.02, 4.03, 4.04, 4.05

CP: 1, 2, 3, 4, 5

Ph: 11, 14, 16, 26, 27, 28, 32, 43

Motion in 1D - constant, a

$$v = v_0 + at$$

$$v^2 = v_0^2 + 2a(x - x_0)$$

$$x - x_0 = v_0 t + \frac{1}{2} a t^2$$

Motion in 3D constant \vec{a} (acceleration)

$$\vec{v} = \vec{v}_0 + \vec{a} t$$

$$\vec{v} \cdot \vec{v}^2 = \vec{v}_0 \cdot \vec{v}_0 + 2 \vec{a} \cdot (\vec{r} - \vec{r}_0)$$

$$\vec{r} - \vec{r}_0 = \vec{v}_0 t + \frac{1}{2} \vec{a} t^2$$

$$(v_x \hat{i} + v_y \hat{j} + v_z \hat{k}) = (v_{0x} \hat{i} + v_{0y} \hat{j} + v_{0z} \hat{k}) + (a_{x,t} \hat{i} + a_{y,t} \hat{j} + a_{z,t} \hat{k})$$

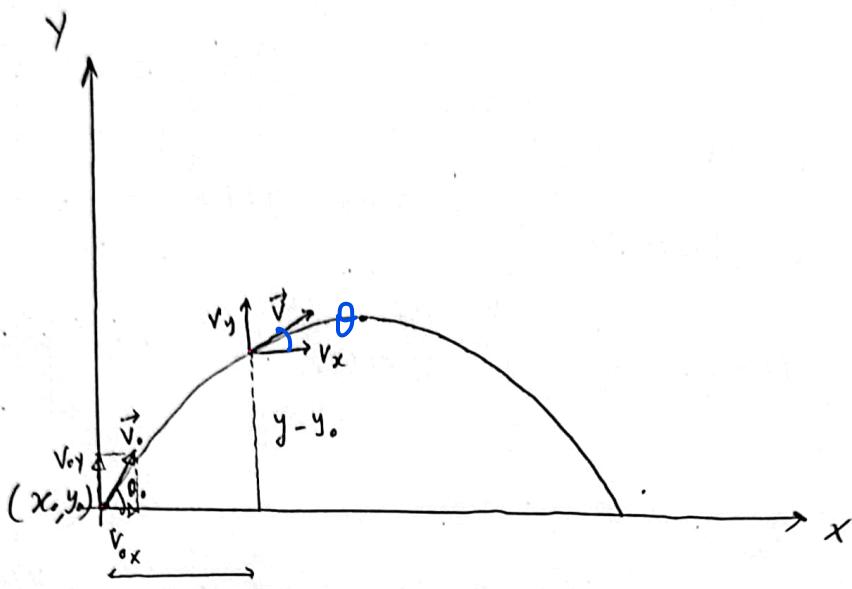
$$v_x = v_{0x} + a_x t$$

$$v_y = v_{0y} + a_y t$$

$$v_z = v_{0z} + a_z t$$

$$\left. \begin{array}{l} v_x = v_{0x} + a_x t \\ v_x^2 = v_{0x}^2 + 2a_x(x - x_0) \\ \therefore x - x_0 = v_{0x} t + \frac{1}{2} a_x t^2 \end{array} \right\} \quad \begin{matrix} x \rightarrow y \rightarrow z \\ n \rightarrow y \rightarrow z \end{matrix}$$

"Projectile Motion" (2D Motion)

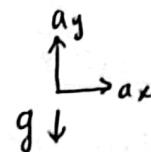


$$\vec{V}_0 = V_{0x} \hat{i} + V_{0y} \hat{j} \quad \dots \dots \quad (1)$$

$$\vec{a} = a_x \hat{i} + a_y \hat{j} \quad \dots \dots \quad (2)$$

$$\begin{cases} V_{0x} = V_0 \cos \theta_0 \\ V_{0y} = V_0 \sin \theta_0 \end{cases} \quad \dots \dots \quad (1) \text{ a}$$

$$\begin{cases} a_x = g \cos 90^\circ = 0 \\ a_y = g \cos(180^\circ) = -g \end{cases} \quad \dots \dots \quad (2) \text{ a}$$



Horizontal Motion:

$$\begin{aligned} x - x_0 &= V_{0x} t + \frac{1}{2} a_x t^2 \\ &= V_0 \cos \theta_0 t + \frac{1}{2} a_x t^2 \end{aligned}$$

$$\boxed{x - x_0 = V_0 \cos \theta_0 t} \quad \dots \dots \quad (3)$$

$$v_x = V_{0x} + a_x t$$

$$= V_0 \cos \theta_0 + (0) t$$

$$\boxed{v_x = V_0 \cos \theta_0} \quad \dots \dots \quad (4)$$

Vertical Motion:

$$y - y_0 = V_{0y} t + \frac{1}{2} a_y t^2$$

$$\boxed{y - y_0 = V_0 \sin \theta_0 t - \frac{1}{2} g t^2} \quad \dots \dots \quad (5)$$

$$v_y = V_{0y} + a_y t \Rightarrow \boxed{v_y = V_0 \sin \theta_0 - g t} \quad \dots \dots \quad (6)$$

$$\begin{aligned} v_y^2 &= v_{y_0}^2 + 2 a_y (y - y_0) \\ v_y^2 &= v_0^2 \sin^2 \theta_0 - 2g(y - y_0) \end{aligned} \quad \dots \dots (7)$$

Velocity:

$$\vec{v} = v_x \hat{i} + v_y \hat{j}$$

$$\vec{v} = (v_0 \cos \theta_0) \hat{i} + (v_0 \sin \theta_0 - gt) \hat{j}, \quad \dots \dots (8)$$

$$\tan \theta = \frac{v_y}{v_x} = \frac{v_0 \sin \theta_0 - gt}{v_0 \cos \theta_0}, \quad \dots \dots (9)$$

$\vec{v} = \sqrt{v_x^2 + v_y^2}$

Equation of Path:

For simplicity, $x_0 = 0, y_0 = 0,$

$$\text{Equation (3), } x = v_0 \cos \theta_0 t \Rightarrow t = \frac{x}{v_0 \cos \theta_0} \quad \dots \dots (10)$$

From, equation (5) and (10), we get,

$$y = v_0 \sin \theta_0 \frac{x}{v_0 \cos \theta_0} - \frac{1}{2} g \frac{x^2}{v_0^2 \cos^2 \theta_0}$$

$$= x (\tan \theta_0) + \left(\frac{-g}{2v_0^2 \cos^2 \theta_0} \right) x^2$$

$$\therefore y = ax + bx^2 \quad \dots \dots (11)$$

where, $a = \tan \theta_0$

$$b = -\frac{g}{2v_0^2 \cos^2 \theta_0}$$

Equation (11) is the equation of Path of projectile, which is the equation of Parabola. So the path is parabolic.

Horizontal Range:

For Horizontal range $x - x_0 = R, y - y_0 = 0,$
air time, $t = T.$

From equation, $\therefore (5);$

$$0 = v_0 \sin \theta_0 T - \frac{1}{2} g T^2$$

$$\Rightarrow T (V_0 \sin \theta_0 - \frac{gT}{2}) = 0$$

$$\therefore T = 0 ; V_0 \sin \theta_0 - \frac{g}{2} T = 0$$

$$\Rightarrow T = \frac{2 V_0 \sin \theta_0}{g} \quad \text{(air time)} \quad \dots (12)$$

$$\text{Equation (3), } R = V_0 \cos \theta_0 \cdot \frac{2 V_0 \sin \theta_0}{g}$$

$$\begin{matrix} \text{Horizontal} \\ \text{Range} \end{matrix} \quad R = \frac{V_0^2}{g} \sin(2\theta_0) \quad \dots (13)$$

Maximum Height:

At maximum height, $v_y = 0 ; y - y_0 = H$

$$\text{From equation (6), } 0 = V_0 \sin \theta_0 - g t$$

$$\Rightarrow t = \frac{-V_0 \sin \theta_0}{g} \quad \dots (14)$$

$$\text{From equation (5), } H = (V_0 \sin \theta_0) \frac{V_0 \sin \theta_0}{g} - \frac{g}{2} \frac{V_0^2 \sin^2 \theta_0}{g^2}$$

$$= \frac{V_0^2 \sin^2 \theta_0}{g} - \frac{1}{2} \frac{V_0^2 \sin^2 \theta_0}{g}$$

$$\begin{matrix} \text{H} \\ \text{---} \end{matrix} = \frac{V_0^2}{2g} \sin^2 \theta_0 \quad \dots (15)$$

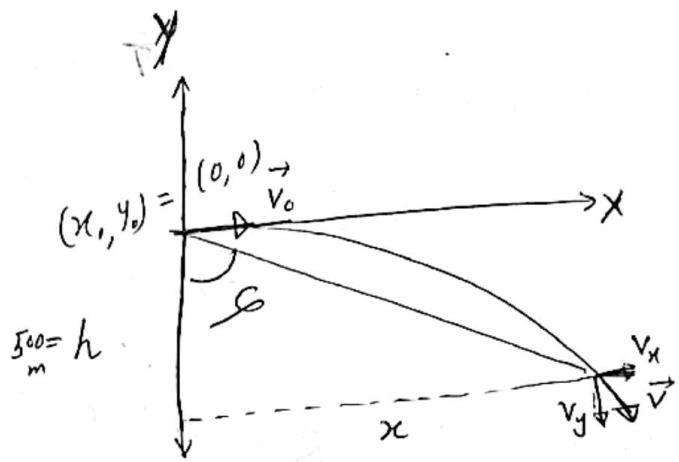
See SP: 4.04, 4.05

\downarrow
 x

Sample Problem 4.04

$$|\vec{V}_0| = 198 \text{ km/h}$$

$$= 55 \text{ m/s}$$



$$v_{0x} = v_0 \cos \theta^{\circ} = 55 \text{ m/s}$$

$$v_{0y} = v_0 \sin \theta^{\circ} = 0 \text{ m/s}$$

$$a_x = g \cos 90^{\circ} = 0 \text{ m/s}^2$$

$$a_y = g \cos (90^{\circ}) = -g \text{ m/s}^2 = -9.8 \text{ m/s}^2$$

$$(a) x - x_0 = v_{0x} t + \frac{1}{2} a_x t^2$$

$$\Rightarrow x = 55 t \quad \dots (1)$$

$$y - y_0 = v_{0y} t + \frac{1}{2} a_y t^2$$

$$\Rightarrow -500 = 0xt + \frac{1}{2} (-9.8)t^2$$

$$\Rightarrow t = \sqrt{\frac{2 \times 500}{9.8}} \text{ s}$$

$$\boxed{t = 10.1 \text{ s}}$$

From equation (1),

$$x = 55 \times 10.1 \text{ m}$$

$$\boxed{555.5 \text{ m}}$$

$$\tan \varphi = \frac{x}{h} \Rightarrow \varphi = \tan^{-1} \left(\frac{555.5}{500} \right) = 48^{\circ}$$

$$(b) \vec{V} = ? \quad \vec{V} = v_x \hat{i} + v_y \hat{j}$$

$$v_x = v_{0x} + a_x t \\ = (55 + 0 \times 10.1) \text{ m/s} = 55 \text{ m/s}$$

$$v_y = v_{y0} + a_y t$$

$$= (0 + (-9.8) \times 10.1) \text{ m/s}$$

$$= -99 \text{ m/s}$$

$$\vec{v} = (55 \text{ m/s}) \hat{i} + (-99 \text{ m/s}) \hat{j}$$

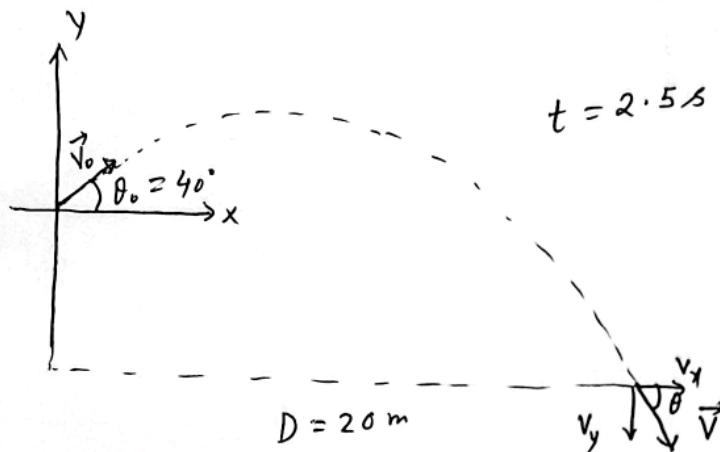
$$|\vec{v}| = \sqrt{(55)^2 + (-99)^2} \text{ m/s}$$

$$= 113.25 \text{ m/s}$$

$$\theta = \tan^{-1} \left(\frac{-99}{55} \right)$$

$$= \boxed{-60.9^\circ}$$

Sample Problem 4.05



$$v_{0x} = v_0 \cos \theta_0$$

$$v_{0y} = v_0 \sin \theta_0$$

$$a_x = g \cos(\theta_0) = 0$$

$$a_y = g \cos(180^\circ) = -g = -9.8 \text{ m/s}^2$$

$$x - x_0 = v_{0x} t + \frac{1}{2} a_x t^2$$

$$\Rightarrow 20 = v_0 \cos \theta_0 \cdot t + \frac{1}{2} a_x t^2$$

$$\Rightarrow v_0 = \frac{20}{(\cos \theta_0) t} = \frac{20}{(\cos 40^\circ) \times (2.5)} \text{ m/s} = \boxed{10.4 \text{ m/s}}$$

$$v_0 = ? \quad v = ?$$

$$V_x = V_0 \cos \theta_0 + a_x t$$

$$= V_0 \cos \theta_0 + 0 \times t$$

$$= (10.4) \cos(40^\circ) \text{ m/s}$$

$$= 7.97 \text{ m/s}$$

$$V_y = V_0 \sin \theta_0 + a_y t$$

$$= V_0 \sin \theta_0 - 9.8 \times 2.5$$

$$= ((10.4) \sin 40^\circ) - 9.8 \times 2.5 \text{ m/s}$$

$$= -17.81 \text{ m/s}$$

$$V = \sqrt{(7.97)^2 + (-17.81)^2} \text{ m/s}$$

$$= \boxed{19.5 \text{ m/s}}$$

32

Hence, initial velocity, $v_0 = 25.0 \text{ m/s}$,

$$\theta_0 = 40^\circ$$

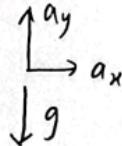
$$x - x_0 = d = 22 \text{ m}$$

$$(a) \quad y - y_0 = ? \quad v_{0x} = v_0 \cos \theta_0 = 25 \times \cos 40^\circ \text{ m/s} = 19.15 \text{ m/s}$$

$$v_{0y} = v_0 \sin \theta_0 = 25 \times \sin 40^\circ \text{ m/s} = 16.1 \text{ m/s}$$

$$y - y_0 = v_{0y} t + \frac{1}{2} a_y t^2$$

$$= 16.1 \times t - \frac{1}{2} \times 9.8 \times t^2 \quad -(1)$$



$$a_x = g \cos 90^\circ = 0 \text{ m/s}^2$$

$$x - x_0 = v_{0x} t + \frac{1}{2} a_x t^2$$

$$a_y = g \cos(180^\circ)$$

$$\Rightarrow 22 = 19.15 \times t + \frac{1}{2} \times 0 \times t^2$$

$$= -9.8 \text{ m/s}^2$$

$$\Rightarrow t > \frac{22}{19.15} \text{ s} = \boxed{1.15 \text{ s}}$$

$$\text{From eq. (1), } y - y_0 = [16.1 \times 1.15 - \frac{1}{2} \times 9.8 \times (1.15)^2] \text{ m}$$

$$= \boxed{12.0 \text{ m}} \quad \boxed{\text{Ans}}$$

$$(b) \quad v_x = ? \quad v_x = v_{0x} + a_x t = (19.15 + 0 \times t) \text{ m/s}$$

$$(c) \quad v_y = ? \quad = \boxed{19.15 \text{ m/s}} \quad \boxed{\text{Ans - b}}$$

$$v_y = v_{0y} + a_y t$$

$$= (16.1 - 9.8 \times 1.15) \text{ m/s}$$

$$= \boxed{4.83 \text{ m/s}} \quad \boxed{\text{Ans - c}}$$

(d)

$$\frac{T}{2} = \frac{2 v_0 \sin \theta_0}{2 \times g} = \frac{2 \times 16.1}{2 \times 9.8} \text{ s} = \frac{3.29 \text{ s}}{2} = 1.645 \text{ s} > t$$

So it hasn't passed the highest point while it hits.