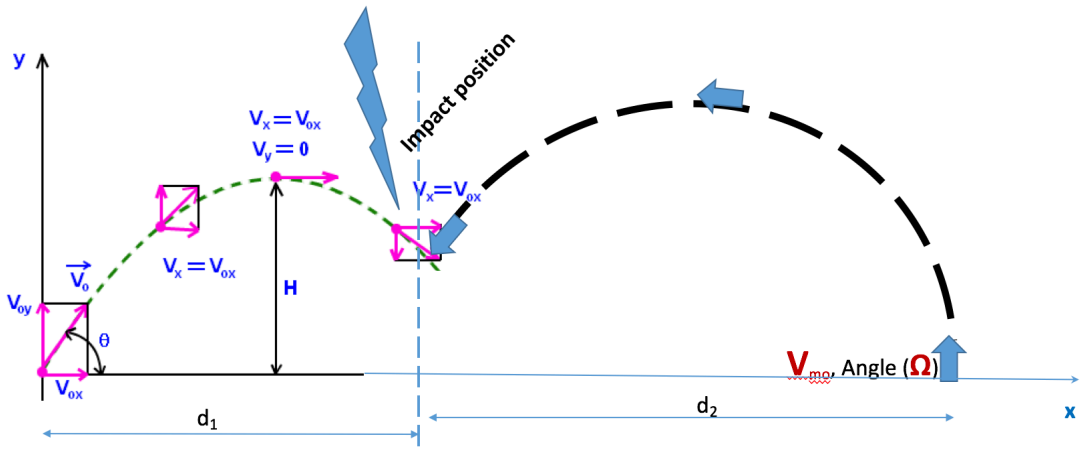
PROJECT 2
C Programing: Ballistic Impact: Part II

We often experience many kinds of motions in our daily life. **Projectile motion** is one among them. A projectile is some object thrown in air or space. The Curved path along which the projectile travels is what is known as trajectory.

In this project: part 2, we need to calculate the impact position and adapt the initial velocity and angle to reach one target.

Theory: Situation

In the figure bellow, the right projectile is the target with initial velocity and angle at distance (d_1+d_2). The left projectile is the projectile we should adapt (fix) to intercept the target at position d_1.



To calculate the impact points, you should use the result of project 1 and all the mathematic **trajectory** formula. Both projectile right and left are under the same conditions. As for project 1 you can use Excel file to draw the shape of the curve.

Important: The report **(Max 4 persons per group)** should include:

1. Introduction
2. Method
3. Algorithm
4. Program Source
5. Result tests and curves
6. Conclusion
7. *And above all your source file (File.C programs)*

Deadline June 20 at 00:00