```
1 %Aidan Chin
 2 %Project 2
 3 %11/14/23
 6 % initialize
 8 clear
 9 clc
10
11 % Constants
12
13 g = 32.2; % acceleration of gravity in ft/s^2
14 theta = deg2rad(28); % launch angle in radians
15 vE = 116 * 5280 / 3600; % exit velocity in ft/s (converted from mph)
16 aToF = 5.3; % time of flight in seconds
17 baseballmass = 0.145; % mass of a baseball in kg
18 rho air = .00238; % air density in slugs/ft^3
19 C = input("Enter drag coefficient (e.g. .38): ");
20
21 baseballr = .06035; %radius of baseball in ft
22 baseballa = pi * baseballr^2; %cross sectional area of baseball
23
24 % Initial conditions
25 x0 = 0; y0 = 0; % initial position
26 vx0 = vE * cos(theta); % initial x-component of velocity
27 vy0 = vE * sin(theta); % initial y-component of velocity
28
29 % Time settings
30 dt = 0.01; % time step
31 tmax = aToF; % maximum time
32 tval = 0:dt:tmax; % array of time values
34 % Initialize arrays to store results
35 %no drag
36 x = zeros(size(tval));
37 y = zeros(size(tval));
38 %drag
39 xdrag = zeros(size(tval));
40 ydrag = zeros(size(tval));
41
42 % Initial conditions
43 %no drag
44 \times (1) = \times 0;
45 y(1) = y0;
46 \text{ vx} = \text{vx0};
47 \text{ vy} = \text{vy0};
48 %drag
49 xdrag(1) = x0;
50 \text{ ydrag}(1) = y0;
51 \text{ vxdrag} = \text{vx0};
```

```
52 \text{ vydrag} = \text{vy0};
53
54 % Numerical computation using Euler's method with and without drag
 55 for i = 2:length(tval)
       % Acceleration components
56
57
       % no drag
 58
       ax = 0; % no acceleration in x-direction
 59
       ay = -g; % acceleration due to gravity in y-direction
 60
       % drag
       vdrag = sqrt(vxdrag^2 + vydrag^2);
 61
 62
       axdrag = -.5 * C * rho air * baseballa * vdrag * vxdrag / baseballmass;
 63
       aydrag = -g - .5 * C * rho air * baseballa * vdrag * vydrag / baseballmass;
 64
 65
       % Update velocities and positions using Euler's method
 66
       %no drag
 67
       vx = vx + ax * dt;
68
       vy = vy + ay * dt;
      x(i) = x(i - 1) + vx * dt;
 69
70
      y(i) = y(i - 1) + vy * dt;
71
       %drag
72
      vxdrag = vxdrag + axdrag * dt;
       vydrag = vydrag + aydrag * dt;
73
      xdrag(i) = xdrag(i - 1) + vxdrag * dt;
74
       ydrag(i) = ydrag(i - 1) + vydrag * dt;
75
76
       % Check for the end of the trajectory
77
      if y(i) < 0
           %get info
78
           flighttime = tval(i);
79
80
           ymax = max(ydrag);
81
           range = xdrag(i);
           Vfinal = sqrt(vxdrag^2 + vydrag^2);
82
 83
           break:
84
        end
85 end
86
87 % convert units to feet
88 x = x * 3.28084;
89 y = y * 3.28084;
90 xdrag = xdrag * 3.28084;
91 ydrag = ydrag * 3.28084;
92
93 %check function
94
 95 check x = abs(x(end) - (vx0 * tval(end)));
96 check_y = abs(y(end) - (y0 + vy0 * tval(end) - 0.5 * g * tval(end)^2));
97
98 disp(['max difference in x (with drag): ', num2str(check x)])
99 disp(['max difference in y (with drag): ', num2str(check y)])
100
101 % final stats
102 disp(['Time of Flight: ', num2str(flighttime), ' seconds']);
```

```
103
104 %flight time is identical
105
106 disp(['Maximum Height: ', num2str(ymax), ' feet']);
107 disp(['Range: ', num2str(range), ' feet']);
108 disp(['Final Speed: ', num2str(Vfinal), ' ft/s']);
109
110
111
112 % Compute percent errors
113 known range = 463; % known range from mlb.statcast
114 percent error range = ((range - known range) / known range) * 100;
115
116 known ymax = 100; % known max height from mlb.statcast
117 percent error ymax = ((ymax - known ymax) / known ymax) * 100;
119 disp(['Percent Error in Range: ', num2str(percent error range), '%']);
120 disp(['Percent Error in Max Height: ', num2str(percent error ymax), '%']);
121
122
123 %Calculate initial kinetic energy
124 initial speed = vE; % Assuming the initial speed is the
125 % exit velocity
126 KE initial = 0.5 * baseballmass * initial speed^2;
127
128 % Calculate final kinetic energy (after the FOR loop)
129 final speed = sqrt(vxdrag(end)^2 + vydrag(end)^2);
130 KE final = 0.5 * baseballmass * final speed^2;
131
132 % Calculate energy lost
133 delta KE = KE initial - KE final;
134
135 % Display the results
136 disp(['Initial Kinetic Energy: ', num2str(KE initial), ' J']);
137 disp(['Final Kinetic Energy: ', num2str(KE final), ' J']);
138 disp(['Energy Lost: ', num2str(delta KE), ' J']);
139
140 % Plot trajectories
141 figure;
142 plot(x, y, '--', 'LineWidth', 1.5, 'DisplayName', 'no drag');
143 hold on;
144 plot(xdrag, ydrag, '-', 'LineWidth', 1.5, 'DisplayName', 'drag');
145 title(['Aidan Chin | ECE202 Project 2 | 12/07/23 |' ...
      ' Baseball Trajectory with and without Air Resistance']);
147 xlabel('Distance (feet)');
148 ylabel('Height (feet)');
149 legend('no drag', ['drag (C = ' num2str(C) ')'], 'Location', 'Best');
150 grid on;
151 ax = gca;
152 ax.GridAlpha = .4;
153 ax.MinorGridAlpha = .5;
```

```
154
155 % save to excel
156
157 % create a matrix of data
158 dataMatrix = [tval',xdrag', ydrag'];
159
160 % export the data to a CSV
161 filename = 'baseball_trajectory_data.csv';
162 writematrix(dataMatrix, filename);
163
164 % display filename
165 disp(['Data exported to ' filename]);
166
167
```