## VVnA R Package

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Introduction	

The VVnA "Validation, Verification, and Accreditation" package is a package intended for ....

# Functions

### **Projectile Motion**

Projectile motion in vacuum and in air are calculated with the projectile and projFrictionLin functions respectively. when considering air friction effects on projectiles, we only consider the viscous drag which is related to the velocity v. The Inertial drag realted to the square of the velocity is not treated in this package.

In each of these two cases, a function will return the following projectile parameters:

- 1. x: Displacement in the horizontal direction as a function of time (in meters)
- 2. vx: Speed in the horizontal direction as a function of time (in m/s units)
- 3. y: Displacement in the vertical direction as a function of time (in meters)
- 4. vy: Speed in the vertical direction as a function of time (in m/s units)
- 5. y\_x: Displacement in the vertical direction as a function of horizontal displacement (in meters)

In all cases, it is assumed that there are no motion in the lateral direction.

#### Projectile Motion in Vaccum

Arguments of the projectile function are:

- 1. v0: Initial velocity in m/s
- 2. y0: Initial height in m

- 3. theta0: Initial angle in degrees
- 4. t: Time of flight in seconds

For vectors of length 1 for all arguments, the function will return a list of projectile parameters for those arguments. For example for an initial velocity v of 30 m/s, initial height y of 0 m, initial projectile angle theta0 of 30 degrees, and at time t=3 seconds we get:

```
projectile(t = 3, y0 = 0, v0 = 30, theta0 = 30)
```

```
## $x
## [1] 77.94
##
## $vx
## [1] 25.98
##
## $y
## [1] 0.9
##
## $vy
## [1] -14.4
##
## $y_x
## [1] 0.9
```

One can also pass a vector of length > 1 for any individual input parameter. This is most useful for the time parameter t:

```
vacuum <- projectile(t = seq(0,5,0.1), y0 = 0, v0 = 50, theta0 = 30)
plot(vacuum$x, vacuum$y, pch=19, col="blue")</pre>
```

