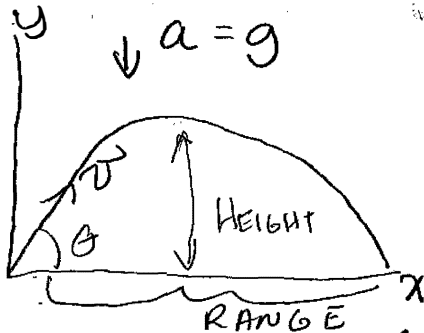


Projectile Motion - Two dimensional motion on the Earth

EQUATIONS:

$$a = \frac{v - v_0}{t}; \quad \frac{v + v_0}{2} = \frac{r - r_0}{t}; \quad s = \frac{at^2}{2} + v_0 t$$

NOW IN OUR GRAVITY FIELD WE SEE AN ARC:



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

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

THIS DEMONSTRATION SHOWS WHAT GOES UP, MUST GOES DOWN.

$$a = a_x \hat{i} + a_y \hat{j}; \quad a_x = 0 \text{ m/s}^2; \quad a_y = -g \quad (\text{ACCELERATION DUE TO GRAVITY})$$

$$a_x = 0 \text{ m/s}^2$$

$$a_x = \frac{v_x - v_{0x}}{t}$$

$$0 \text{ m/s}^2 = \frac{v_x - v_{0x}}{t}$$

$$0 = \frac{v_x - v_{0x}}{t} + v_{0x}$$

$$v_x = v_{0x}$$

$$\frac{v + v_0}{2} = \frac{r - r_0}{t}$$

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

$$a_y = -g$$

$$a_y = \frac{v_y - v_{y0}}{t}$$

$$-gt = \frac{v_y - v_{y0}}{t}$$

$$-gt = \frac{v_y - v_{y0}}{t} + v_{y0}$$

$$v_y = v_{y0} - gt$$

$$\frac{v + v_0}{2} = \frac{r - r_0}{t}$$

$$\frac{v_{y0} - gt + v_{y0}}{2} = \frac{y - y_0}{t}$$

$$t v_{0x} = \frac{x - x_0}{t}$$

$$v_{0x}t = \frac{x - x_0}{t}$$

$$x = v_{0x}t + x_0$$

$$t \left(\frac{v_{y0} - gt + v_{y0}}{2} \right) = \left(\frac{y - y_0}{t} \right) t$$

$$v_{y0}t - \frac{gt^2}{2} = y - y_0$$

$$-\frac{gt^2}{2} + v_{y0}t + y_0 = y$$

NOW WE WANT TO FIND HEIGHT ($v_y = 0 \text{ m/s}$)

$$v_y = v_{y0} - gt$$

$$-v_{y0} = v_{y0} - gt - v_{y0}$$

$$+v_{y0} = t g$$

$$\frac{v_0 \sin \theta}{g} = \frac{gt}{g}$$

$$\frac{v_0 \sin \theta}{g} = t_{\text{HEIGHT}}$$

$$-\frac{gt^2}{2} + v_{y0}t + y_0 = y$$

$$-\frac{g}{2} \left(\frac{v_0 \sin \theta}{g} \right)^2 + v_0 \sin \theta \left(\frac{v_0 \sin \theta}{g} \right) + y_0 = y$$

$$-\frac{v_0^2 \sin^2 \theta}{2g} + \frac{v_0^2 \sin^2 \theta}{g} + y_0 = y$$

$$-\frac{v_0^2 \sin^2 \theta}{2g} + \frac{2v_0^2 \sin^2 \theta}{2g} + y_0 = y$$

$$\frac{v_0^2 \sin^2 \theta}{2g} + y_0 = y \quad \text{HEIGHT}$$

NOW WE WANT TO FIND RANGE ($v_x = 0 \text{ m/s}$; $y = 0$)

FOR TIME

$$-\frac{gt^2}{2} + v_{y0}t + y_0 = 0$$

NOW WE USE THE QUADRATIC FORMULA

$$t = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

$$= \frac{-(v_0 \sin \theta) \pm \sqrt{(v_0^2 \sin^2 \theta) - 4(-g/2)(y_0)}}{2(-g/2)}$$

$$t_{\text{RANGE}} = \frac{v_0 \sin \theta}{g} + \sqrt{\left(\frac{v_0 \sin \theta}{g} \right)^2 + \frac{2y_0}{g}}$$

ONLY +
IS THE
PHYSICALLY
RIGHT
SOLUTION

NOW PLUG IN RANGE INTO $x = v_{0x}t + x_0$

$$\boxed{x = v_0 \cos \theta \left[\frac{v_0 \sin \theta}{g} + \sqrt{\left(\frac{v_0 \sin \theta}{g} \right)^2 + \frac{2y_0}{g}} \right]} \quad x, \text{ RANGE}$$

AND THE FINAL VELOCITY

$$\boxed{\vec{v}_f = v_0 \cos \theta \hat{i} + (v_0 \sin \theta - g t_{\text{range}}) \hat{j}}$$