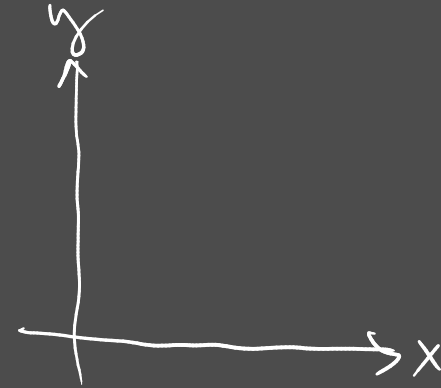


Chapter 3

Chapter 3 - Free-fall and Projectile Motion

Free-fall

- * constant acceleration $\rightarrow g = 9.8 \text{ m/s}^2$
10 m/s^2 is close enough in most cases
- * can be positive or negative depending on your perspective
- * otherwise use the constant acceleration equations we have.



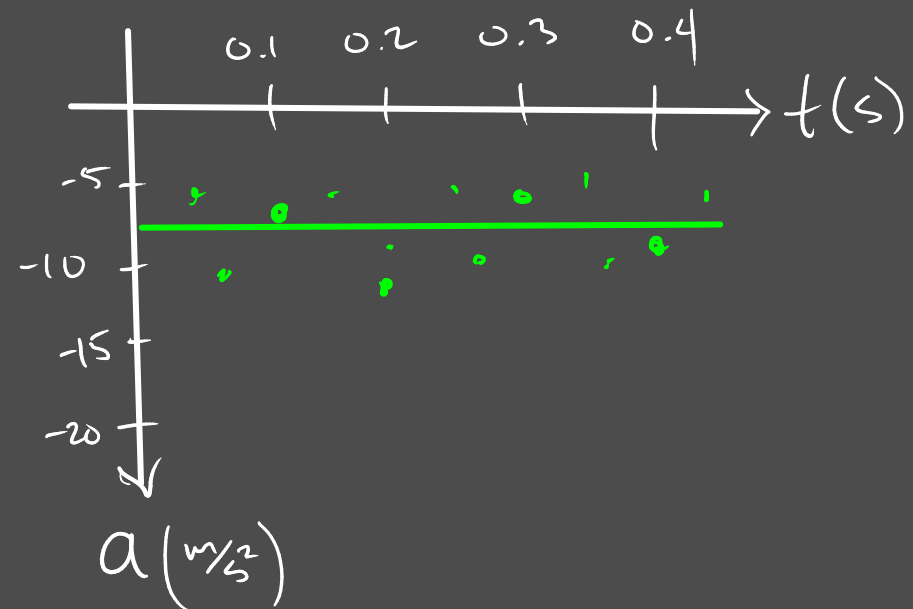
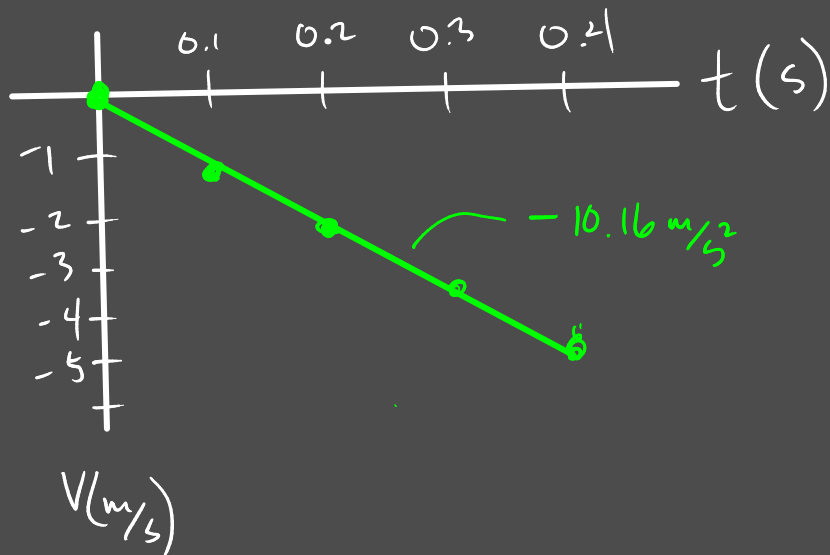
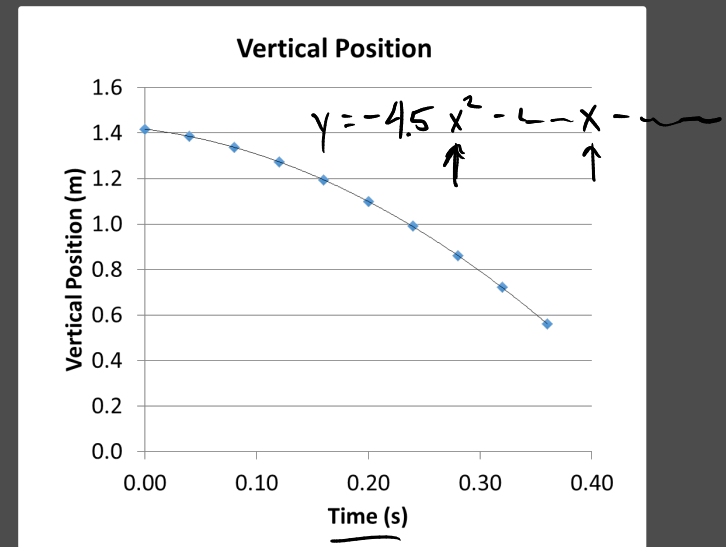
$$\rightarrow V_f = V_i + a \cdot t$$

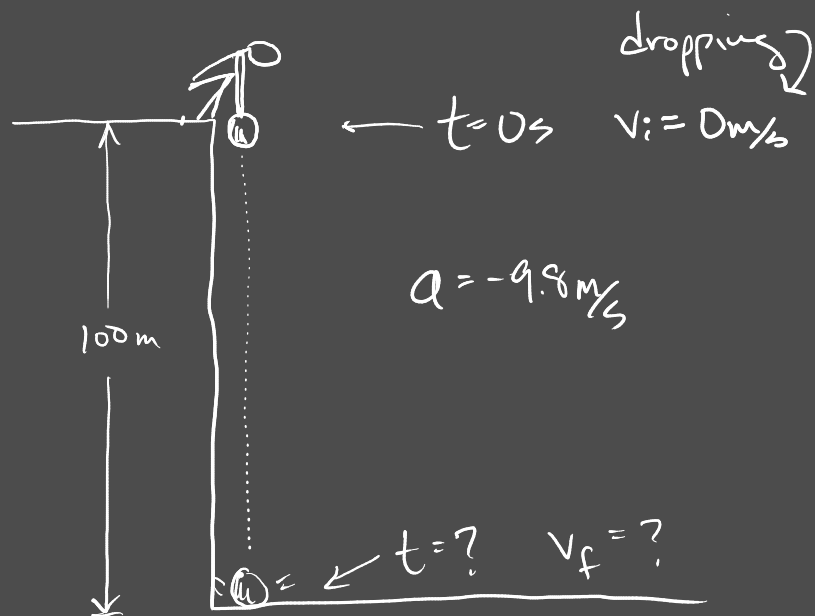
↑
 $g = (\pm 9.8 \text{ m/s}^2)$

$$\underline{y_f = y_i + v_i \cdot t + \frac{1}{2} a \cdot t^2}$$

↑
 g

Vertical Motion of Free-Fall Object						
Time	Vertical	Vertical	Delta y	Vertical	Vertical	
	Position, y	Position, y		Velocity	Acceleration	
(s)	(cm)	(m)	(m)	(m/s)	(m/s ²)	
0.00	15.80	1.417				
0.04	15.45	1.386	-0.031	-0.78		
0.08	14.90	1.336	-0.049	-1.23	-11.21	
0.12	14.20	1.274	-0.063	-1.57	-8.41	
0.16	13.30	1.193	-0.081	-2.02	-11.21	
0.20	12.25	1.099	-0.094	-2.35	-8.41	
0.24	11.05	0.991	-0.108	-2.69	-8.41	
0.28	9.60	0.861	-0.130	-3.25	-14.01	
0.32	8.05	0.722	-0.139	-3.48	-5.61	
0.36	6.25	0.561	-0.161	-4.04	-14.01	
				Average		
				Acceleration	-10.16	





$$\begin{aligned} \rightarrow y_f &= y_i + v_i \cdot t + \frac{1}{2} a \cdot t^2 \\ 0 &= +100 \text{ m} + 0 \cdot t + \frac{1}{2} (-9.8 \text{ m/s}^2) t^2 \\ 0 &= 100 \text{ m} + (-4.9 \text{ m/s}^2) t^2 \\ -100 &= -4.9 \text{ m/s}^2 \cdot t^2 \\ \frac{-100 \text{ m}}{-4.9 \text{ m/s}^2} &= \frac{-4.9 \text{ m/s}^2 \cdot t^2}{-4.9 \text{ m/s}^2} \\ \sqrt{20.4 \text{ s}^2} &= \sqrt{t^2} \\ \boxed{4.52 \text{ s} = t} \end{aligned}$$

$$\begin{aligned} v_f &= v_i + a \cdot t \\ ? &= 0 + (-9.8 \text{ m/s}^2) \cdot 4.52 \text{ s} \\ v_f &= 0 - 9.8 \text{ m/s}^2 \cdot 4.52 \text{ s} \\ v_f &= -44.296 \text{ m/s} \\ \boxed{v_f = -44.3 \text{ m/s}} \end{aligned}$$

$$\begin{aligned} y_f &= y_i + v_i \cdot t + \frac{1}{2} a \cdot t^2 \\ 100 \text{ m} &= 0 \text{ m} + 0 \cdot t + \frac{1}{2} (10 \text{ m/s}^2) t^2 \\ 100 \text{ m} &= 5 \text{ m/s}^2 t^2 \\ \sqrt{20 \text{ s}^2} &= \sqrt{t^2} \\ 4.47 \text{ s} &= t \end{aligned}$$

$$\begin{aligned} v_f &= v_i + a \cdot t \\ v_f &= 10 \text{ m/s}^2 \cdot (4.47 \text{ s}) \\ v_f &= +44.7 \text{ m/s} \end{aligned}$$

* A person drops a ball off a 100 m cliff, and it falls with an acceleration of 9.8 m/s^2 , find the final time and final velocity of the ball when it hits the ground.

How could I word the description of the problem above?

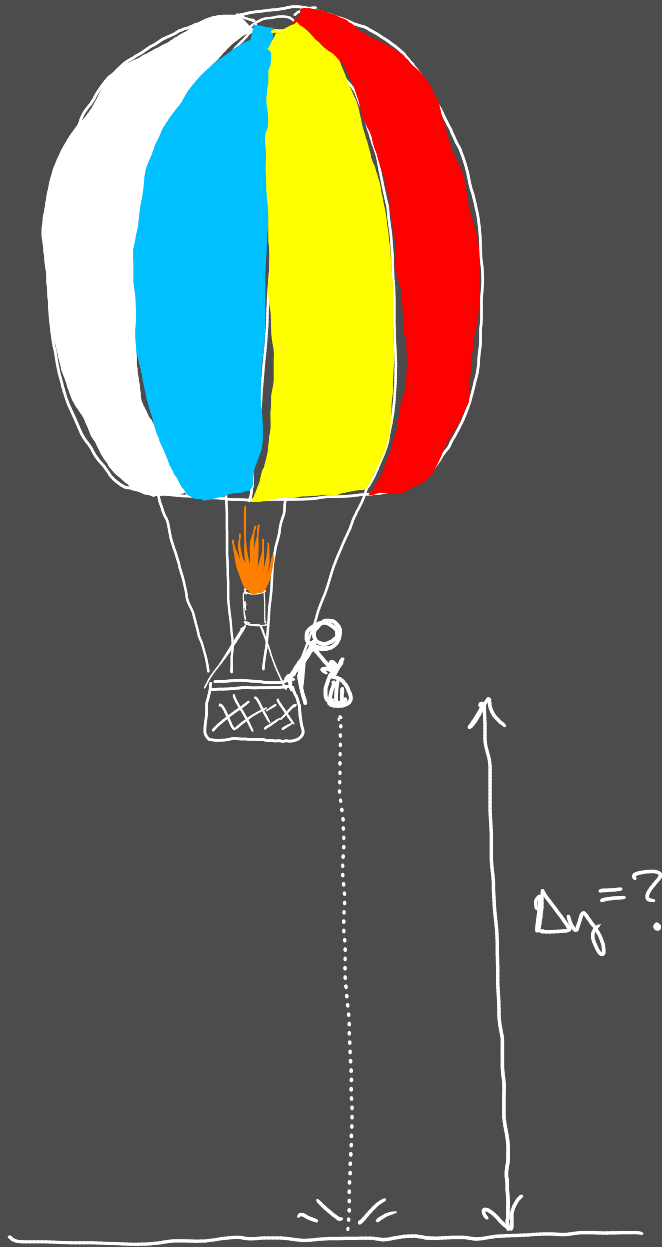
* If I drop a ball from a 100 m high cliff, how long is it in the air? And how fast is it travelling when it hits the ground?

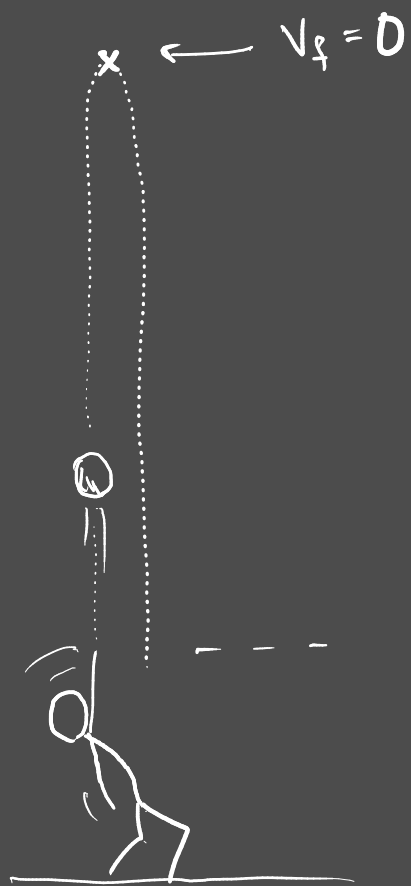
* How long would it take for a ball to drop 100 m with no resistance starting from stand still (rest) and how fast is it traveling when it hits the ground?

What if I threw the object down to start with at 10 m/s initially?

quadratic equation \rightarrow more math \rightarrow more bad

Recall Quiz: If it takes 3.5 seconds for an object you drop to hit the ground, then how high are you above the ground?





Two dimensional projectile motion

Paths are in the shape of parabolas

