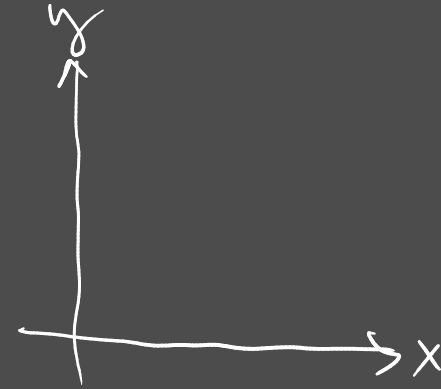


Chapter 3

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.



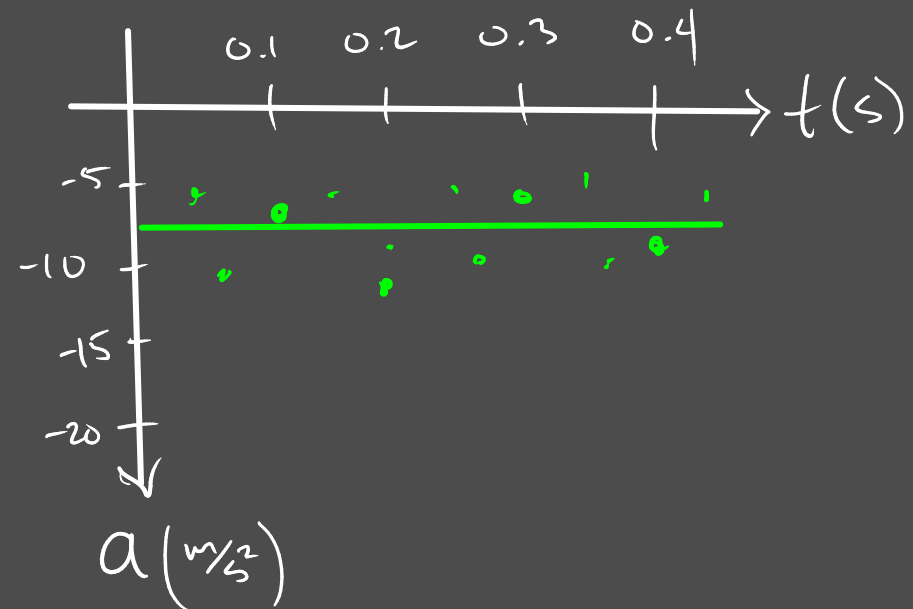
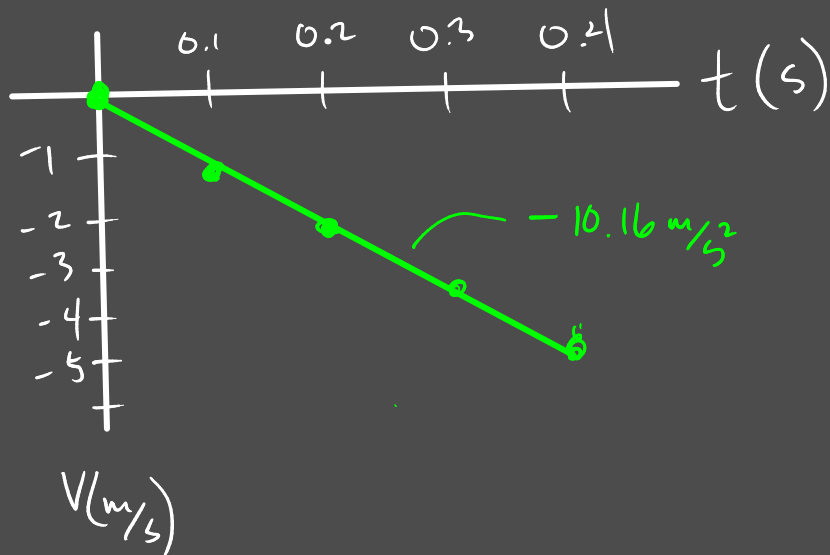
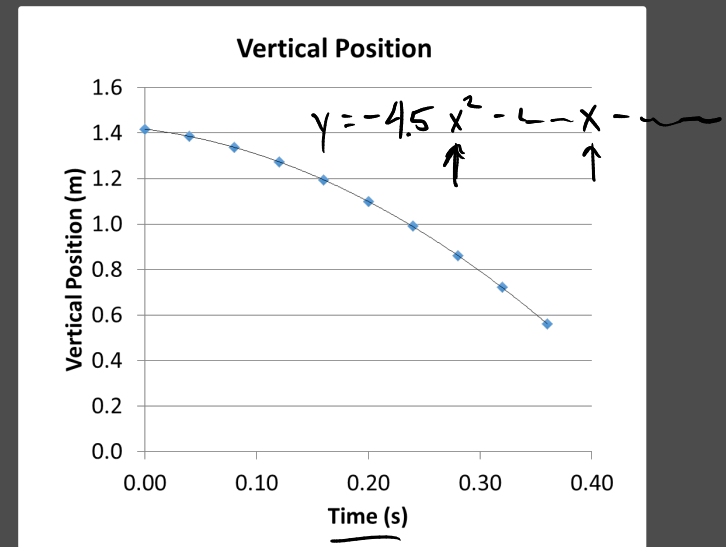
$$\rightarrow V_f = V_i + a \cdot t$$

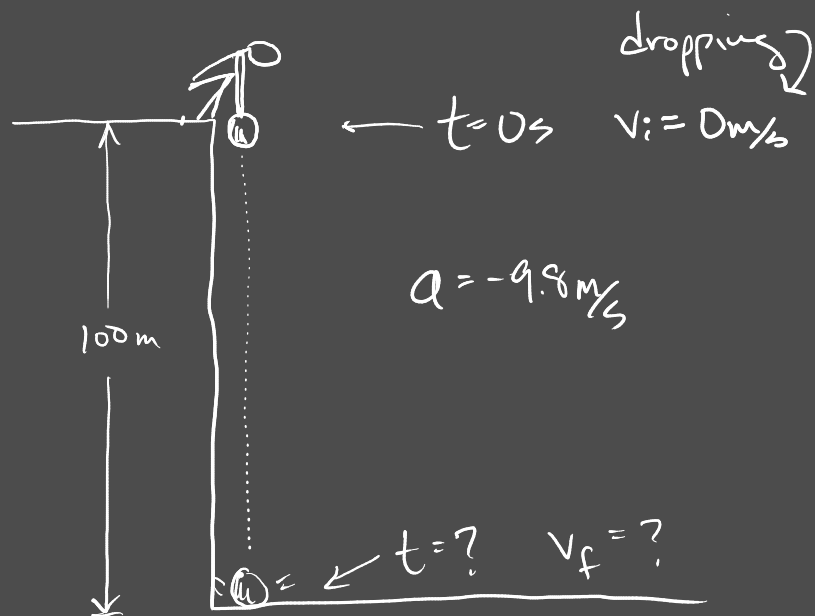
↑
 $g = (\pm 9.8 \text{ m/s}^2)$

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

↑
 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





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

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

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

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

* A person drops a ball off a 100 m cliff, and it falls ~~with an acceleration of 9.8 m/s/s~~, 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?

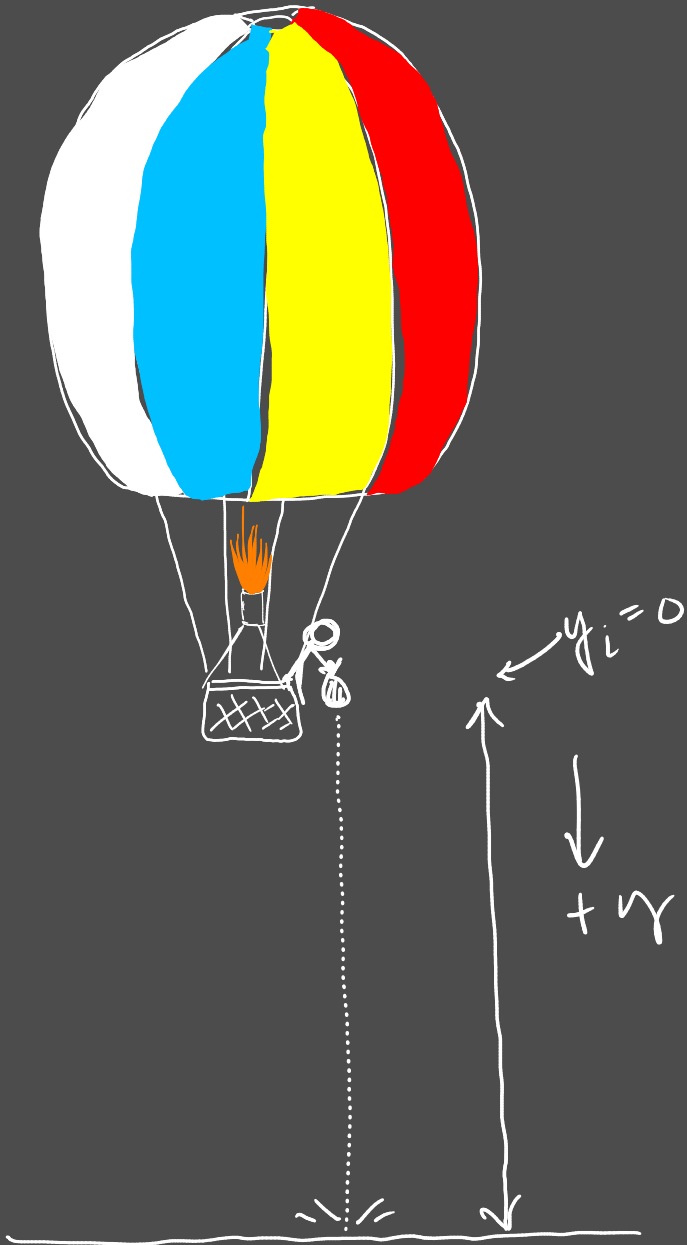
* If I drop a ball from a 100 m high cliff, how long is it in the air? And how fast is it travelling when it hits the ground?

* 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?



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

$\uparrow \quad \quad \uparrow \quad \quad \quad \uparrow$
 $0 \quad \quad 0 \quad \quad +9.8 \frac{\text{m}}{\text{s}^2}$

$$y_f = \frac{1}{2} (9.8 \frac{\text{m}}{\text{s}^2}) (3.5 \text{ s})^2$$
$$y_f = 60.0 \text{ m}$$

how fast is the object going?

$$v_f = v_i + a \cdot t$$

$$v_f = +9.8 \frac{\text{m}}{\text{s}^2} (3.5 \text{ s})$$

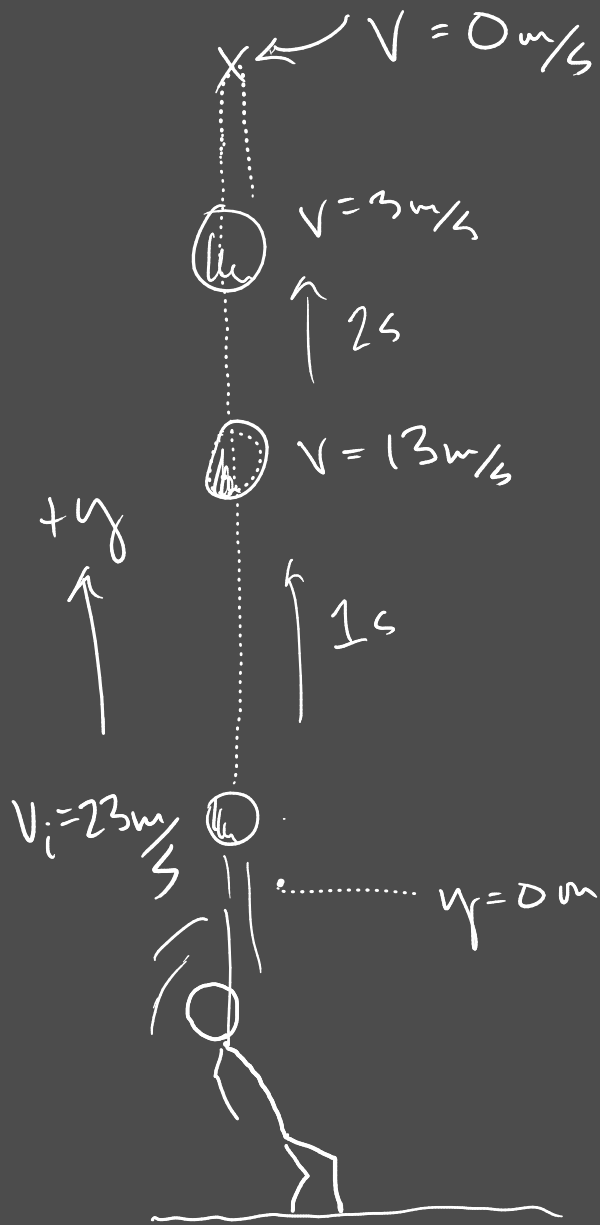
$$v_f = 35 \frac{\text{m}}{\text{s}}$$

acc. in free fall
↓

$$a = g = 9.8 \frac{\text{m}}{\text{s}^2}$$

$$\approx 10 \frac{\text{m}}{\text{s}^2}$$

An object thrown straight up.



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

how far?
how long?

$$v_f = v_i + a t$$

\uparrow \uparrow \uparrow
 0 m/s $+23 \text{ m/s}$ -9.8 m/s^2

$$0 \text{ m/s} = +23 \text{ m/s} - 9.8 \text{ m/s}^2 \cdot t$$

-23 -23

$$\frac{-23 \text{ m/s}}{-9.8 \text{ m/s}^2} = \frac{-9.8 \text{ m/s}^2 \cdot t}{-9.8 \text{ m/s}^2}$$

$$2.35 = t$$

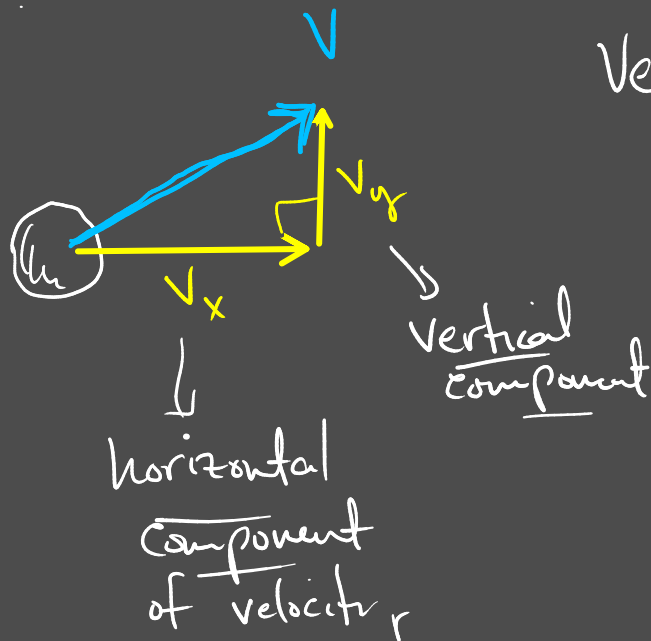
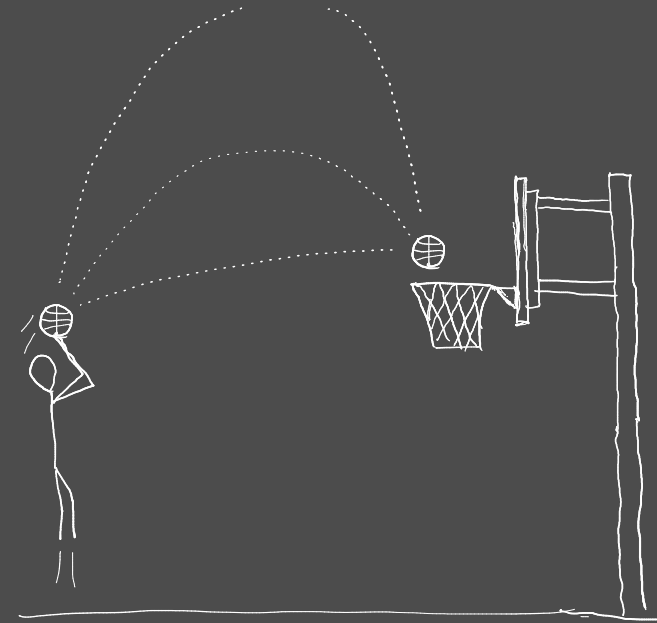
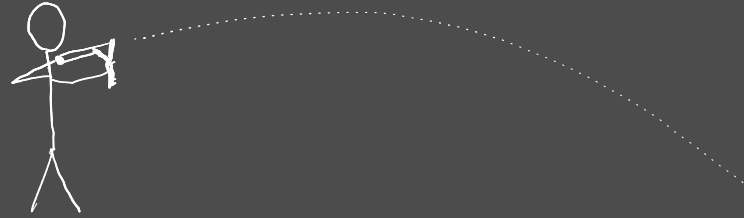
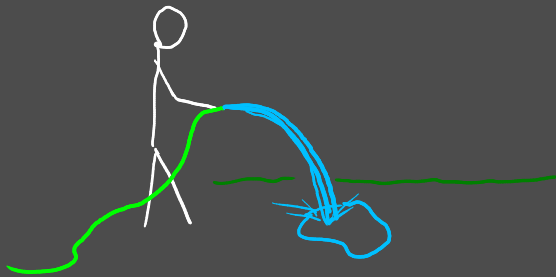
$$y_f = 0 \text{ m} + 23 \text{ m/s} \cdot (2.35) + \frac{1}{2} (-9.8 \text{ m/s}^2) (2.35 \text{ s})^2$$

$$y_f = 54.05 \text{ m} - 26.95 \text{ m}$$

$$y_f = 26.9 \text{ m} = \underline{27 \text{ m}}$$

Two dimensional projectile motion

Paths are in the shape of parabolas



Velocity is a vector quantity

- length of the arrow is proportional to size of the quantity
- direction of the arrow is the direction of the quantity.

