## 2-d Motion

T = 0 s

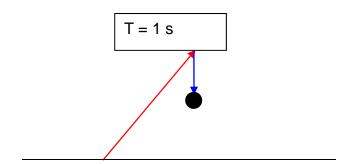
T = 1 s

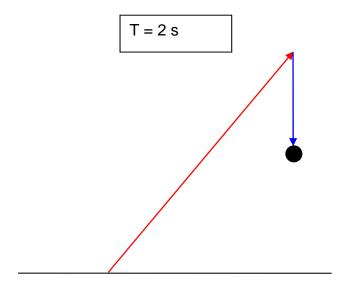
T = 2 s

T = 3 s

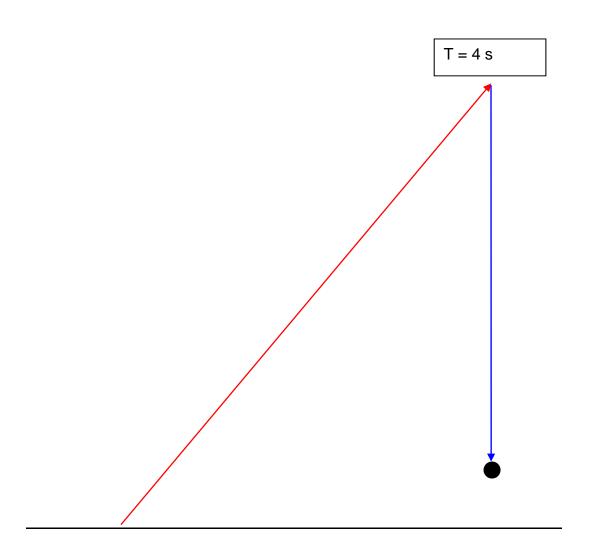
T = 4 s

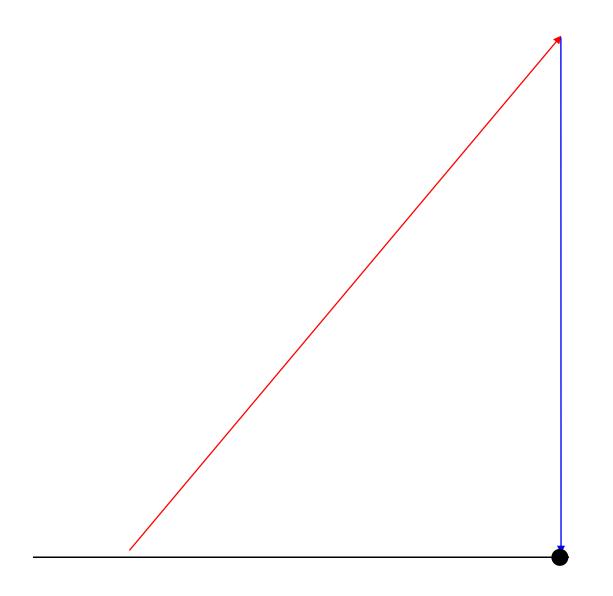
T = 4.69 s



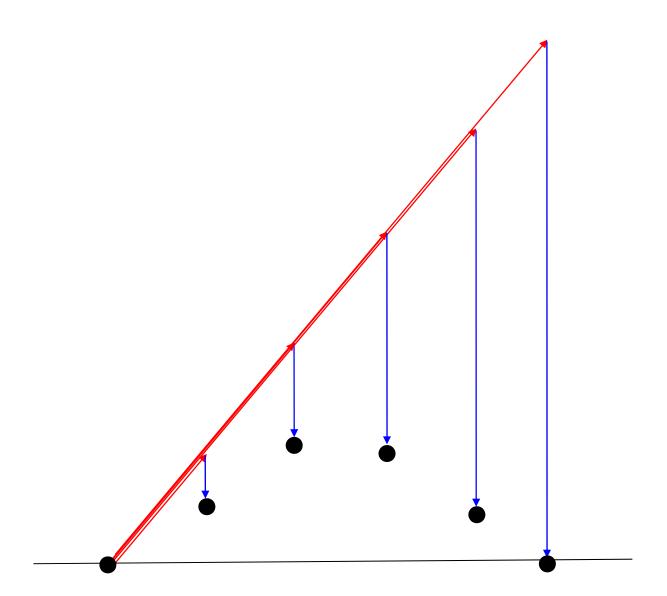


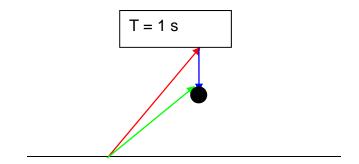
T = 3 s

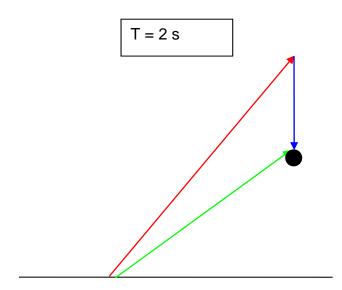




T = 4.69 s







T = 3 s

