

# Answer key to projectile simulation lab activity

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**What is the key to solving projectiles?** The key to solving projectile motion problems is to treat the x motion and the y motion separately. But we are given an initial velocity  $v_0$  which is a mix of the two of them. We have no choice but to break up the initial velocity into its x and y components.

**What is projectile motion answers?** Projectile motion is the motion of an object thrown (projected) into the air when, after the initial force that launches the object, air resistance is negligible and the only other force that object experiences is the force of gravity. The object is called a projectile, and its path is called its trajectory.

**What is projectile one word answer?** A projectile is any object that is cast, fired, flung, heaved, hurled, pitched, tossed, or thrown.

**What do we learn from projectile motion?** Projectile refers to an object that is in flight after being thrown or projected. In a projectile motion, the only acceleration acting is in the vertical direction which is acceleration due to gravity ( $g$ ). Equations of motion, therefore, can be applied separately in X-axis and Y-axis to find the unknown parameters.

**What is the formula for solving projectiles?** The total flight time  $T$  of a projectile is given by  $T = \frac{2 v_0 \sin \theta}{g}$ , where  $v_0$  is its initial velocity,  $\theta$  is its angle of projection, and  $g$  is the acceleration due to gravity. We can use projectile motion formulae to answer questions about the trajectories of projectiles.

**What are the key points of projectile motion?**

## How to solve projectile motion?

**What is the formula for the height of a projectile?** The maximum height of a projectile is given by the formula  $H = \frac{u^2 \sin^2 \theta}{2g}$ , where  $u$  is the initial velocity,  $\theta$  is the angle at which the object is thrown and  $g$  is the acceleration due to gravity.

**What is the formula for time in projectile motion?**  $T_{\text{tof}} = \frac{2u \sin \theta}{g}$ . This is the time of flight for a projectile both launched and impacting on a flat horizontal surface.

**What is a projectile quizlet?** projectile. any object upon which the only force is gravity. horizontal (forces, acceleration, and velocity) no forces/acceleration, vel.

**What are 5 examples of projectile motion?** Now, apart from basketballs, if we throw a cricket ball, a stone in a river, a javelin throw, an angry bird, a football or a bullet, all these motions have one thing in common. They all show a projectile motion.

**What is the formula for range in projectile motion?** and horizontal range  $= u \cos \theta \times T = \frac{u^2 \sin 2\theta}{g}$ . Q. Q. A projectile is fired with a velocity  $u$  at right angles to the slope, which is inclined at an angle  $\theta$  with the horizontal.

**What is the projectile motion short answer?** Projectile motion is the motion of an object thrown or projected into the air, subject to only the acceleration of gravity. The object is called a projectile, and its path is called its trajectory.

**What force is acting in a projectile?** The force of gravity is the only force that operates on a projectile. If there was another force operating on an item, this would not be a projectile.

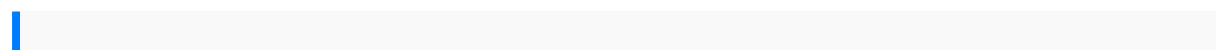
**What is the purpose of the projectile motion experiment?** The purpose of this experiment is to predict and verify the range and the time-of-flight of a projectile launched at an angle. To predict the range of the projectile when it is shot off a table at some angle above the horizontal, it is necessary first to determine the initial speed (muzzle velocity) of the ball.

## How do you solve projectile motion easily?

**What are the key variables in projectile motion?** The most important factors affecting projectile motion are: The angle of the launch: The angle at which the object is thrown determines how high (vertically) or how far (horizontally) the object will reach. Initial speed: Greater the initial speed of launch, the higher and farther will the object reach.

**What is the math behind projectiles?** Thus:  $x = u t \cos \theta$  is the equation of the horizontal component of a projectile motion. Thus:  $y = u t \sin \theta - \frac{1}{2} g t^2$  is the vertical component equation of the projectile motion. Understanding these equations along with a basic knowledge of the general equations of motion is important.

**How do you memorize projectile motion formulas?**



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