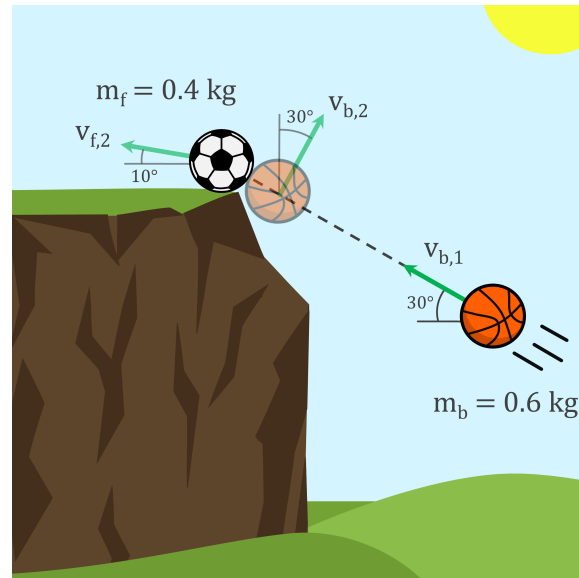


Basketball Hits Football



A basketball weighing 0.6 kg is thrown with a velocity of $v_{b,1} = 10 \text{ m/s}$ towards a football at rest on the edge of a cliff, at an angle of 30° with the horizontal. Determine the velocity $v_{f,2}$ in m/s of the football if the basketball has a velocity $v_{b,2}$, at an angle of 30° with the vertical, directly after impact. Assume the football weighing 0.4 kg and its velocity after impact makes an angle of 10° with the horizontal. Neglect friction. Round to the nearest integer.

Using known expressions:

Linear momentum:

$$\mathbf{G}_1 = m\mathbf{v} \quad (1)$$

Linear momentum conservation:

$$\mathbf{G}_1 = \mathbf{G}_2 \quad (2)$$

Given:

Mass basketball: $m_b = 0.6 \text{ kg}$

Mass football: $m_f = 0.4 \text{ kg}$

Initial velocity basketball: $v_{b,1} = 10 \text{ m/s}$

Initial velocity football: $v_{f,1} = 0 \text{ m/s}$

Angle $v_{b,1}$: 30°

Angle $v_{b,2}$: 30°

Angle $v_{f,1}$: 10°

Solution:

At the instant just before impact only the basketball has a linear momentum, since the football is at rest. At the instant just after the impact both the football and basketball have a linear momentum. Using the equation of conservation of linear momentum gives us:

$$\mathbf{G}_1 = \mathbf{G}_2 \quad \Rightarrow \quad m_b \mathbf{v}_{b,1} = m_b \mathbf{v}_{b,2} + m_f \mathbf{v}_{f,2} \quad (3)$$

Using geometry and a standard coordinate system, where the positive x-and y-direction are to the right and upwards respectively results in:

$$m_b \begin{pmatrix} -\cos(30^\circ) \\ \sin(30^\circ) \\ 0 \end{pmatrix} v_{b,1} = m_f \begin{pmatrix} -\cos(10^\circ) \\ \sin(10^\circ) \\ 0 \end{pmatrix} v_{f,2} + m_b \begin{pmatrix} \sin(30^\circ) \\ \cos(30^\circ) \\ 0 \end{pmatrix} v_{b,2} \quad (4)$$

Here we have two equations and two unknowns, which means this problem can be solved. First we write the first and second equation in terms of $v_{b,2}$.

$$v_{b,2} = \frac{-m_b \cos(30^\circ) v_{b,1} + m_f \cos(10^\circ) v_{f,2}}{m_b \sin(30^\circ)} \quad (5)$$

$$v_{b,2} = \frac{m_b \sin(30^\circ) v_{b,1} - m_f \sin(10^\circ) v_{f,2}}{m_b \cos(30^\circ)} \quad (6)$$

These two equations must be equal to each other, thus we can solve for $v_{f,2}$.

$$\frac{-m_b \cos(30^\circ) v_{b,1} + m_f \cos(10^\circ) v_{f,2}}{m_b \sin(30^\circ)} = \frac{m_b \sin(30^\circ) v_{b,1} - m_f \sin(10^\circ) v_{f,2}}{m_b \cos(30^\circ)} \quad (7)$$

Rewriting gives:

$$\begin{aligned} -m_b^2 \cos^2(30^\circ) v_{b,1} + m_f m_b \cos(10^\circ) \cos(30^\circ) v_{f,2} = \\ m_b^2 \sin^2(30^\circ) v_{b,1} - m_f m_b \sin(10^\circ) \sin(30^\circ) v_{f,2} \end{aligned} \quad (8)$$

Bringing all terms with $v_{b,1}$ to the left side and all terms with $v_{f,2}$ to the right side results in:

$$-m_b^2 (\cos^2(30^\circ) + \sin^2(30^\circ)) v_{b,1} =$$

$$-m_f m_b (\sin(10^\circ) \sin(30^\circ) + \cos(10^\circ) \cos(30^\circ)) v_{f,2} \quad (9)$$

Since $\cos^2(30^\circ) + \sin^2(30^\circ) = 1$, we can write $v_{f,2}$ as follows.

$$v_{f,2} = \frac{-m_b^2 v_{b,1}}{-m_f m_b (\sin(10^\circ) \sin(30^\circ) + \cos(10^\circ) \cos(30^\circ))} \quad (10)$$

Inserting m_b , m_f and $v_{b,1}$ results in a final value for $v_{f,2}$

$$v_{f,2} = \frac{-0.6^2 \cdot 10}{-0.6 \cdot 0.4 \cdot (\sin(10^\circ) \sin(30^\circ) + \cos(10^\circ) \cos(30^\circ))} = 15.96 \text{ m/s} \quad (11)$$

Rounding to the nearest integer gives: $v_{f,2} \approx 16 \text{ m/s}$.