4) I throw a ball into the air at 5 m/s ( straight) How long until it reaches the top of its flight? Dy = Viy =+5 m/s J 5 m/s  $V_{xy} = O^{m/s}$  $a_y = -9.8 \, \text{m/s}^2$ initial: right after ball leases my st = NEED V<sub>f</sub> = V; + a ≤t final; top of its flight  $\Delta t = \frac{V_f - V_i}{a}$  $=\frac{0-5}{-9.8}$ ; 0.51s · How long does it take to hit your hand again? initial: top of 115 flight final; right before it hits Dy= Viyi OM/s Can't solve this yet, but Vfy = 9.8 m/s2 ay = NELD I could go back & get sy in-tial' when boll leaves my hand Instead, by = Om = boack where it started ay = Vi at + \(\frac{1}{2}\alpha(\deltat)^2\)
0 = 5 \(\Delta t - 4.9(\Delta t)^2\) Vzy = +5 M/S = Dt[5-4,9 Dt] Vfy = ay: -9.8m/s2  $\Rightarrow \Delta t = 0, \frac{5}{4.9} = 1.025$ Ot =NEED ,515 July 515 gara time of as down What is Vfy? Vfy = Voy + 2a Dy Vfy = 25 Vfy , \*5 m/s Vfy = -5 m/s speed is same coming down as going up

Two - Dimensional Motion w/ Constant Acceleration , q unknowns · 4 independent equations need 5 of these values Dimensions are independent When A leases the table, B is dropped Which hits the ground first? A)A B)B

C) Both at sam time Looking at vertical components sy is same for both (but Ahas Vigo Ois same for both additional) additional x composed a: 9.86 for both. so you can solve for st cannon balls are not necessarily launched with som speed Which target is hit first? A) A [B) B c) Both the same Look at vertical motion alone

Fire a bullet horizontally at 400% at target 20 m away: How for below horizontal does bullet DX: 20m Ay = NEED Vix = 400% Viy = 0 m/s - 20 m -Vfx: Vfy:  $a_{1}=0$   $a_{1}=9.8^{m/2}$ [an't solve y right away, (only 2 gwen) ot: So solve x column for ot first.  $\Delta t$ :  $\Delta x = V_{ix} \Delta t + \frac{1}{2} \alpha_x (\Delta t)^2$ 20: 400(st) + 0  $= \Delta t = \frac{20}{400} = 0.05$ Dy = Vigst + = an (ot) = 0 t \frac{1}{2} (9.8)(0.05)^2 = 0.012m

Cannon on ground fires a ball at angle of from horizontal, with speed Vo. llow for away obes the ball land? AX = NEED xy = 5 Vix=+VoCosO Viy=+VosinO Vex = Vfy= & only has 2 "givens" COS O = Vix - Vox = Vox = Vox = 0 but y has 3. (Volore given here.)  $0 = V_0 \sin \theta(st) - \frac{1}{2}g(st)^2 \qquad V_0 \sin \theta - \frac{1}{2}gst = 0$ 0 = At [Vosino- =gat] or this is zero Either st=0 or vosind = igot a vosino = st  $\Delta X = V_{ix} \Delta t + \frac{1}{2} a_i a_i t^2$  $\Delta x = (V_0 \cos \theta) \left(\frac{2V_0 \sin \theta}{9}\right) + 0$  $\Delta X = \frac{V_0^2}{9} \frac{\partial \sin \theta \cos \theta}{\sin \theta}$ DX = Vo2 sin 20) range of connor DX or Vot so as Vo increases, DX increases a lot OX & g so for smaller g (e.g. the Moon)

OX meneuses At 0=0,  $\Delta x = \frac{V_0^2}{9} \sin 0 = 0$ At 0=90,  $\Delta x = \frac{V_0^2}{9} \sin 180 = 0$ Max range when sin 20 = 1 Sin 900 = 1 → 20 = 90° → 0 = 45°