Unit 3: Kinematics in 2D

3 - Projectile Motion Types 1 and 2

Remember that the x and y-components are <u>**Derpendi Cular**</u> and therefore totally <u>**independen**</u> †

X-components

There is no net force working on the projectile in the X and the acceleration is always Zero Therefore the only equation we can ever use is:

Y-components

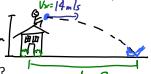
In this case there is always a constant acceleration of - 9.8 m/s² (down wards). Because of this we need to use the Big Three!

The only value that can ever be used on both sides is time because it is a Scalar

Problem Type 1:

A student sits on the roof of their house which is 12 m high. She can launch water-balloons from a slingshot at 14.0 m/s. If she fires a water-balloon directly horizontally:

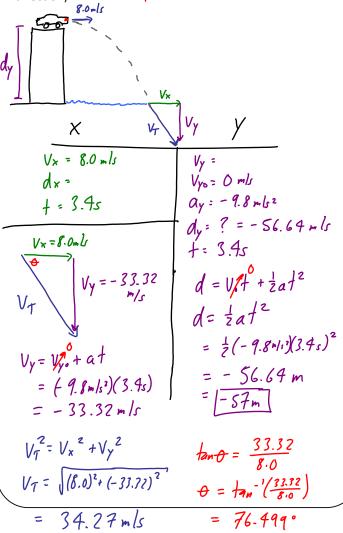
- a. How long will it be airborne? This depends on: d_{V}
- b. How far forward will it travel? This depends on: V_x , +



 $\frac{2d}{a} = \frac{at^2}{a}$ = (14 ×1s)(L565s) 2d = 12 $+ = \sqrt{\frac{2d}{2}} = \sqrt{\frac{2(-12)}{-9.1}}$ 1.565 5

Example: A Cutlass Supreme drives straight out of a parking garage at 8.0 m/s and hits the water 3.4 s later.

- a. How far did the car fall? down wards
- b. What was his total impact velocity? (magnitude and += 3.45 direction)



34 mls 77° below horizontal