

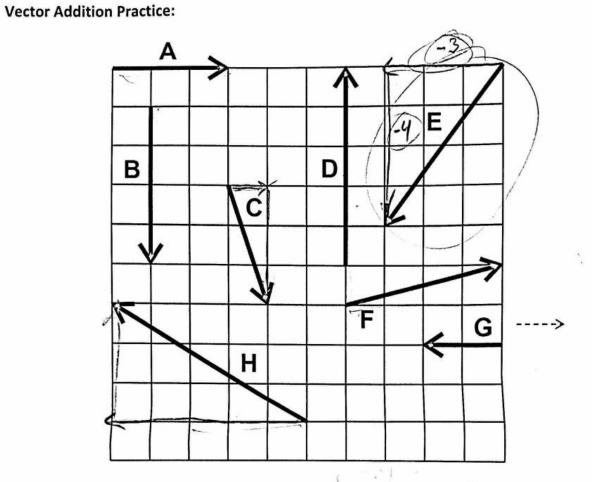
# Physics 200 (Stapleton) Unit 2 Handouts

Name: Key

Notes - 3.1. Kinematics in Two Dimensions: An Introduction

and a definencional motion.
1. Give two examples of 2-dimensional motion.  1. Give two examples of 2-dimensional motion.  (e.g. a "river problem")
at constant speed
1. Give two examples of 2-dimensions of civer (e.g. a "river problem")  A. About crossing of civer (e.g. a "river problem")  B. The are of a bestallall (e.g. a "projectile motion" problem)
2. Given a right triangle of sides a and b and a hypotenuse of c, write the equation to find the length of c. $C = \sqrt{\alpha^2 + b^2}$
3. What is used to represent the magnitude and direction of a vector? an arrow
4. The length of the vector is directly proportional to the <u>magnitude</u> of the vector.
5. HUGE IDEA: The horizontal and vertical components of two-dimensional motion are
<u>independent</u> of each other. Any motion in the horizontal direction does not affect motion in the vertical direction, and vice versa.
6. One baseball is dropped from rest. At the same instant, another is thrown horizontally from the same height and follows a curved path. Which baseball hits the ground first? Neither (Same time) $Velocit(V)=V_1$ $Velocit(V)=V_1$
7. For the thrown (blue) ball in Figure 3.6 (on the right), A. Is there acceleration in the y-direction?
B. Is there acceleration in the x-direction?
8. The key to analyzing such motion is to resolve (separate) the motion into separate X an Y vectors, which can be numerically added and subtracted with other vectors of the same dimension.
When a problem has zero acceleration in both the X and Y
dimensions, we call it a $\underline{\text{liver}}$ problem. When a problem has zero acceleration in the X dimension, but an acceleration of -9.8m/s² in the Y dimension,
we call it a Projectile





1. Find the resultant vector that is produced by adding vectors A and B.

Vector	comp.	comp.	Head-to-Tail Diagram:	1		
A	3	0	Tano= 4.			
B	0	(-4)	0 = Tax (4)			
Totals	3	-4	<b>&lt;</b>	JO53.1°	>	
Magnitude of Resultant	5		V32+(-42)=125	R	4	C
Direction of Resultant	53,	1ºbelan Pos	tivex		•	



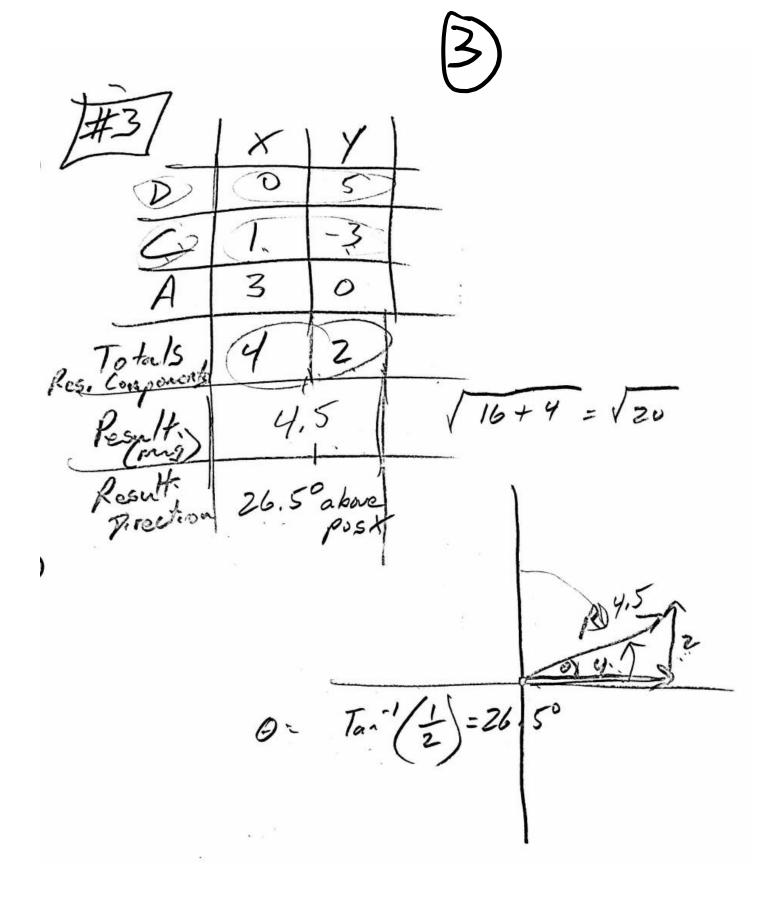
Add vectors E and C.

Vector	X comp.	Y comp.	Head-to-Tail Diagram:
E.	(-3)	(-4)	Tun 0=== (72)
(c)	(+1)	-3	1
Totals	-2	-7	602
Magnitude of Resultant	(7)	3	V22+72 74°
Direction of Resultant	74° 60	low)	V 53 7 7.3
			E solution to the sectors of the sec

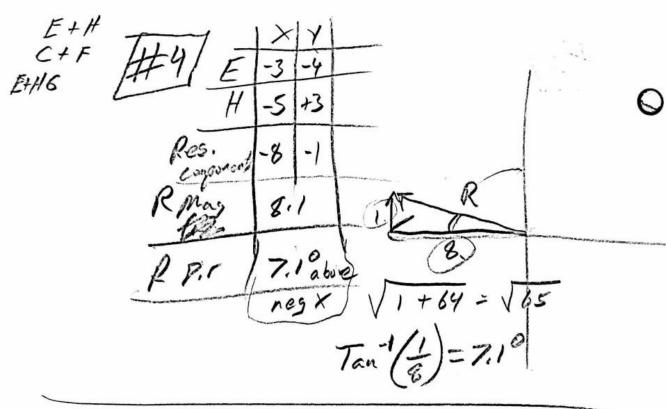
What is are the magnitude and direction of the resultant vector that is produced by adding vectors D, C, and A? 3.

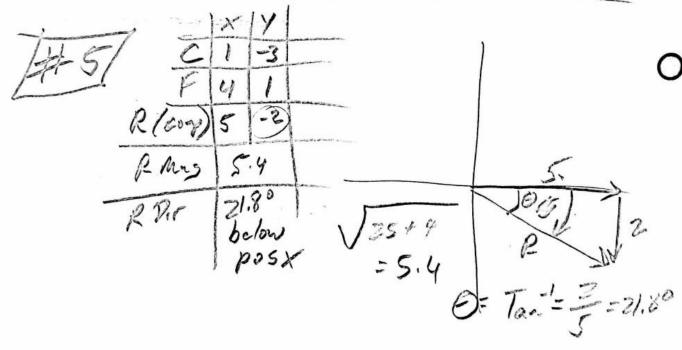
Find the resultant vectors from the additions of...

4. E+H











Jane

d=3m/s(t)=3t 3m/s Actual tive by Path (relative to water)

Actual
Path
(relative
to Earth)
80 n

d=rt

Current  $d=2\pi/s(t)$   $(2\pi/s)=2\epsilon$ 

(Capata)

(zt)2+802=(st)2

4t2+6400=9t2

Bob d=ct = 26.73

Heading

(Puth, relative )

fath relto Earth 6400 = 56° 6= 1280

t=35,85

(2-/5) = z-/5 (26.75)=53.3~

d=rt53.3~=  $4\pi/t$  > t=13.3s

26.73 + 13.35 = 405



7-/s(corrent)

a. R= \(\frac{7\_{\gamma/s}}{2} \right)^2 + (4\_{\gamma/s})^2

R= 8.1m/s)

b. Vx = St (orr=d)

4m/s = 100m = 100= 25s

c. Vy = Ay (or r= d)

-7~/s = Ay => Dy=-175~



Current =2.50/5

R= \((5-/s)^2-(2.5-/s)^2 = 4.33-/s

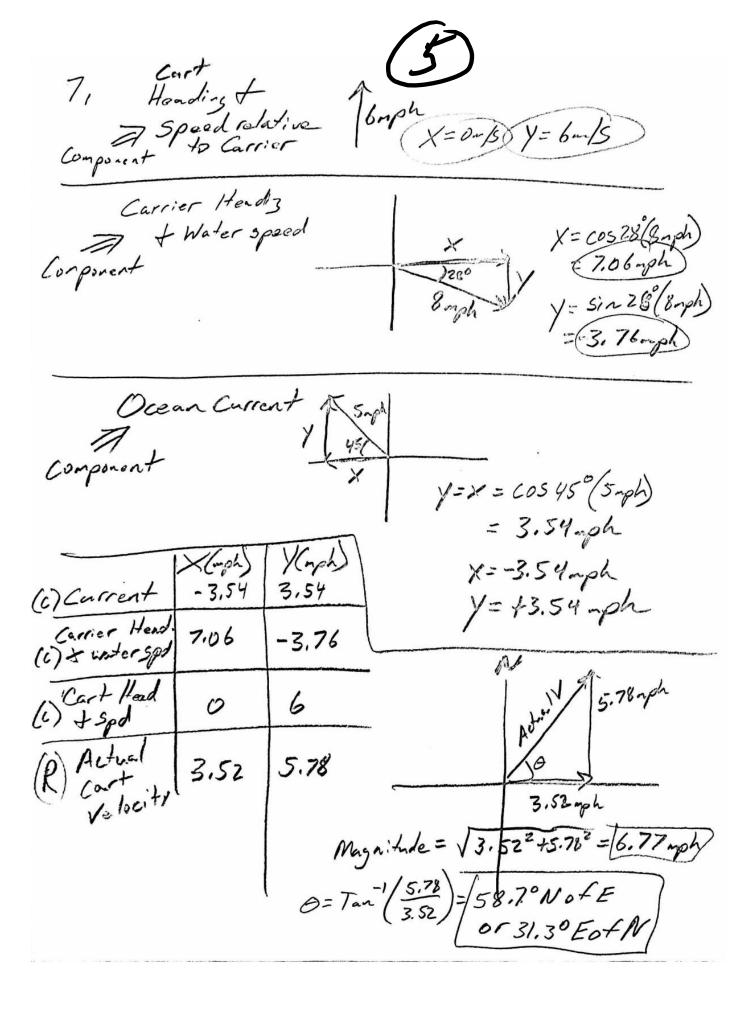
Ty = 24 4.33 m/s = 100m

123.1s/

Wind Velocity (component) SIN250= 38km/ COS 250= X 38km/ y=38km/ (5:25) x=38 tm/ (cos 250) y=16 km/h x=34,4 km/h Actual Copter Velocity Y= 9/km/h (Cus 17°) (Resultant) X= 91k-/2 (sin 17°) (c) wind v x=-26.6km/h (C) Air Speed + Hours (R) Actual Velocity -26.6 Magnitude = 1612+712 = 143.6 Km/h (3=Tan (61)= 40,7 WofN 49,3°NofW

Subtract Except (c) current -8.66 -5.66 (C) Speed + 5.65 5.66 (R) Actual -3 2-15 (six 45)=4 1=5.66m/s -3-(5.66)=-8.66 0-5.66 = -5.66 I: vecles Current Magnitude = 10.3-15 0= Tan -1 (5.66-15) = 33.2° below -x 56.8° left of -

Sin 80° = X 200/s X = 20 m/s Sin 80° X (319.7 m/s) velocity y = 20-/s (cos 200)=3.47.6 (c) Airspeal + 19.7 10.47-15



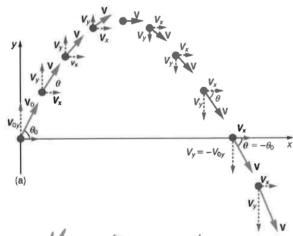


Physics 200 Notes and Practice – Currents and Projectiles Name: Haswers

#### **Projectiles:**

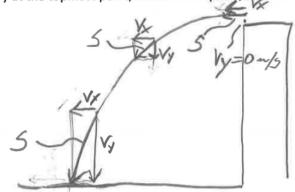
 The velocity of a launched projectile can be resolved into vertical (y) and horizontal (x) components. What happens to each of these components during the flight of the projectile? Why? Assume that there is no air resistance.

o Vy changes because gravity causes acceleration in y dimension.



· Vx is constant because there is nothing causing norizontal acceleration

2. A projectile is launched horizontally and to the left from the top of a tall building in the absence of air resistance. Sketch the path of the projectile as it falls to the ground. Use arrows to represent the object's speed, Vx, and Vy at the topmost point, bottommost point, and at a couple of other points in between.



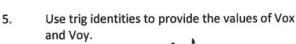
3. Suppose a boat is launched directly northward across a river. The steering rudder is not adjusted once the trip is underway, and the boat's speed (relative to the water) is a steady 4m/s. The river's current has a westward velocity of 2m/s. What happens to the x and components of the boat's velocity as it crosses the river? Sketch a diagram showing the boat's path. For at least the points, sketch vectors representing the boat's speed and velocity components (Vx and Vy).

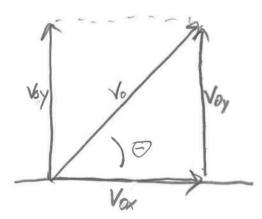
Entrent  $V_{x}$   $V_{y} = 4m/s North = motor$  2m/s  $V_{x} = 2m/s We st = current$ 



A projectile is launched from ground level with an initial speed of V at an angle of  $\theta$  above horizontal to the right. The projectile flies in the absence of air resistance until it returns to ground level.

Create a sketch showing the initial conditions in 4. this problem. Show the initial velocity vector. Also resolve the initial velocity vector into X and Y components and sketch those components.



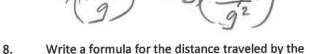


Which component vector determines the time 6. that the projectile remains in flight? Write a

formula for time aloft. Vay determines time aloft

Time a loft felow ( Twice the ascent time

Write a formula for the maximum height 7. reached by the projectile



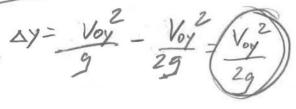
projectile. This is known as the range formula.

$$\Delta X = V_X \left( \text{time a loft} \right)$$

$$= Cos \Theta \left( V_o \right) \left( \frac{2V_{oy}}{9} \right)$$

$$= Cos \Theta V_o \left( 2 \sin \Theta V_o \right)$$

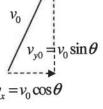
$$= \frac{V_o^2 Z Cos \Theta s in \Theta}{2 \sin \Theta}$$



9=9.8 Equations Provided On the Quiz Resolving into x & y components:

Range formula:

$$Range = \frac{v_0^2 \sin 2\theta}{g}$$



Horizontal motion:  $x=v_t = v_0(\cos\theta) t$ 

Vertical Motion:

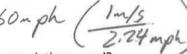
$$y = y_0 + v_{y0}t - \frac{1}{2}gt^2 = y_0 + v_0(\sin\theta)t - \frac{1}{2}gt^2$$
$$v_y = v_{y0} - gt = v_0\sin\theta - gt$$



## Projectile Practice Problems: Assume for all problems that there is no air resistance.

A car traveling at 60mph drives horizontally off of a cliff and falls to the ground 100m below. 1.

Convert 60mph to m/s.



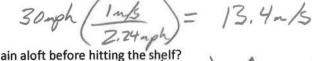
b. How long does it take the car to reach the ground?

$$V_{0y}=0m/5$$
  
 $\Delta y = V_{0y}t + 1/2(a)t^2$ 
 $t^2 = \frac{-200m}{-9.8m/5^2}$ 
 $-100m = 1/2(-9.8m/5^2)(t^2)$ 
 $t = 4.525$ 

How far, horizontally, does the car fly through the air?

You throw a ball at a 70° angle with an initial speed of 30mph. The ball flies in an arc and lands on a shelf 2. at the same height at which you released it.

Convert 30mph to m/s. a.



How long will the ball remain aloft before hitting the shelf? b.

How long will the ball remain aloft before hitting the shelf?

$$V_{0y} = 13.4 \text{m/s} \quad (sin \Theta) = 13.4 \text{m/s} \quad (0.940)$$
 $V_{0y} = 12.6 \text{m/s}$ 
 $V_{0y} = 12.6 \text{m/s}$ 

What is the distance between the point of release and the point of impact on the shelf?

$$\Delta X = V_{x} \Delta t = \cos(70^{\circ})(13.4 \text{ m/s})(2.57s)$$

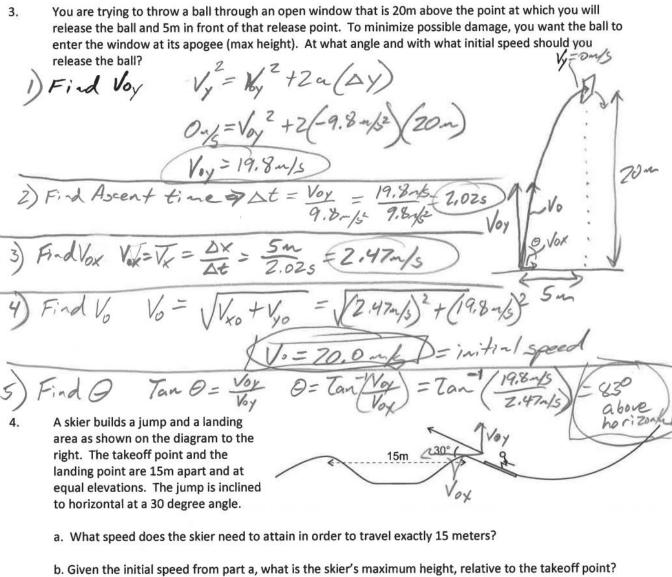
$$= 0.34(13.4 \text{ m/s})(2.57s)$$
d. What maximum height was reached by the ball?  $2.57s = 1.29s$ 

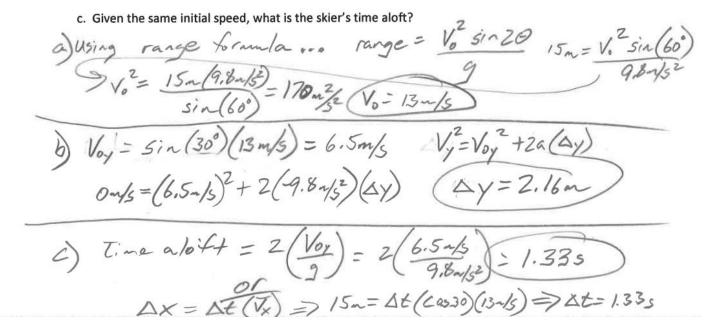
$$\alpha \text{ sent time a loft: } 2 = 2.57s = 1.29s$$

$$= 16.3 \, \text{m} - 8.15 \, \text{m}$$

$$Ay = 8.15 \, \text{m}$$



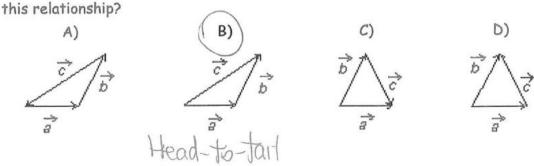






# Chapter 3 Test 2015-2016

- I. Multiple Choice: Select the one best answer for each question. Where g is used, assume it equals 10 m/s2 and neglect air resistance for falling/moving objects.
- 1. For a symmetric projectile with an initial velocity of vo, what other angle gives the (B) 30° C) 45° D) 60° E) 75° Complementary same range as 60°?
- 2. For a symmetric projectile with an initial velocity of vo, what angle gives the greatest range? B) 30° (C) 45° D) 60° A) 5° E) 75°
- 3. A projectile is shot vertically upward with a given initial velocity. It reaches a maximum height of 50.0 m. If, on a second shot, the initial velocity is tripled (i.e. 3X), then the projectile will reach a maximum height of: A) 75 m B) 100 m C) 150 m D) 200 m (E) 450 m  $\sqrt{MAx} = -\frac{\sqrt{3}}{200} = \vec{A} + \vec{B}$ . Which diagram below illustrates



- 5. A bird flies at a speed of 15 meters per second with respect to the ground and the wind is blowing at a speed of 5 m/s second with respect to the ground. [Note: The wind could be blowing with the bird, in the opposite direction of the bird or all other possible directions.] Which one of the speeds listed below is a possible net speed (i.e. vector sum) of the bird with respect to the ground?
  - (D) 18 m/s E) 25 m/s c) 9 m/s B) 5 m/s Min: 15-5=10mg Max: 15+5=20mg

For #6-11, the answers will be <, = or >, but you will mark A, B or C on your Scantron sheet. Assume no air friction for these projectiles and consider only the speed of the projectile (i.e. disregard the + and - signs).

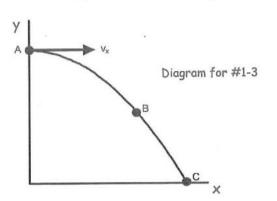




C 6. VB > VyA

В 7. a₀ <u>=</u> aв

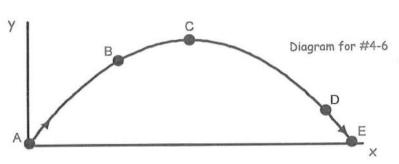
A 8. VyB < VyC



B 9. VXC = VXD

B 10. VA = VE

C 11. VyD > VyB



12. A vector has a component of 5 m in the +x direction and a component of 12 m in the +y direction. The magnitude of this vector is:

- D) 60 m
- E) 169 m

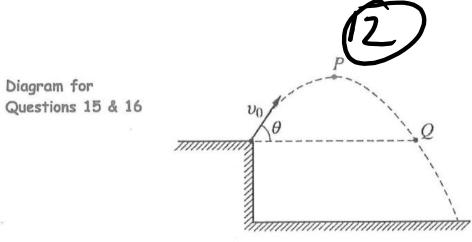
(A) 13 m B) 15 m C) 17 m D)  $\sqrt{-(7x^2+7y^2-(5^2+1))^2} = 13 \text{ m}$ 

13. A vector in the xy plane has an x-component of 14.0 and a y-component of 9.4. The angle it makes with the positive x axis is:

- A) 26°
- 6° (B) 34° (C) 45° (D) 59° (D) 59° (D)  $\frac{1}{100}$  =  $\frac{1}{100}$
- E) 66°

14. Which of the following cannot be a vector quantity

- A) velocity
- B) acceleration
- C) force
- (D) temperature



A rock is thrown from the edge of a cliff with an initial velocity  $v_0$  at an angle  $\theta$  with the horizontal as shown above. Point P is the highest point in the rock's trajectory and point Q is level with the starting point. Assume air resistance is negligible.

15. Which of the following correctly describes the horizontal and vertical speeds and the acceleration of the point at Point P?

	Horizontal Speed	Vertical Speed	Acceleration
( A)	$\rightarrow$ vo cos $\theta$	-30	->9
B)	0	→ 0	$\rightarrow$ 9
C)	$\rightarrow$ vo cos $\theta$	vo sin θ	$\rightarrow$ g
D)	0	vo cos θ	-> 9
E)	$\rightarrow$ vo cos $\theta$	$\rightarrow$ 0	0

16. Which of the following correctly describes the horizontal and vertical <u>speeds</u> and the acceleration of the point at <u>Point Q?</u>

	Horizontal Speed	Vertical Speed	Acceleration
A)	vo cos θ	0	-> 9
B)	0	0	> 9
(c)		$\rightarrow$ vo sin $\theta$	-> 9
0)	0	vo cos θ	-> 9
E)	vo cos θ	0	0



- 17. A bullet shot horizontally from a gun. At the same instant, another bullet is simply dropped from the same height. Neglecting air resistance, the bullet shot from the gun
  - A) strikes the ground much later than the dropped bullet.
  - B) never strikes the ground.
  - (C) strikes the ground at the same time as the dropped bullet
    - D) travels in a straight line.
    - E) strikes the ground much sooner than the dropped bullet.
- 18. If  $\theta$  is the angle with respect to the +x-axis, the y-component of the vector A is given A) A cos θ B) μA cos θ
- (c) A  $\sin \theta$  D)  $mg A \sin \theta$  E)  $\tan^{-1}\theta$
- 19. Given the diagram to the right, what is the x-component of the



- B) V cos a
- C) V tan a
- D) V sin-1a



# Physics 200 Chapter 3 Test 2015-2016

A. 
$$X = F \cos \theta = 12.0 \text{ N} \cos 290.0^{\circ} = 4.10 \text{ N}$$
  
B.  $Y = F \sin \theta = 12.0 \text{ N} \sin 290.0^{\circ} = -11.3 \text{ N}$ 

$$\Gamma_{x} = -6.50 \text{m}$$
  $\Gamma_{y} = 10.25 \text{m}$   $\Gamma_{x} = 10.25 \text{m}$ 

$$A. \Gamma = (\Gamma_{x}^{2} + \Gamma_{y}^{2} = (-6.50 \text{m})^{2} + (10.25 \text{m})^{2}$$

$$= 12.1 \text{m}$$



(4) 
$$V_{0x}=16.0 \frac{m}{5}$$
  $V_{0y}=12.0 \frac{m}{5}$   $= V_{0}=20.0 \frac{m}{5}$   $\Theta=36.87^{\circ}$ 

A.  $V_{max}=H=-V_{0y}^{\circ}=-\left(12.0 \frac{m}{5}\right)^{2}=\left[7.35 \frac{m}{5}\right]$ 

B. 
$$t = \frac{2V_{\text{oy}}}{9} = \frac{2(12.0\text{m})}{-9.80\text{m}} = [2.45\text{s}]$$

C. 
$$R = \frac{\sqrt{3} \sin 20}{9} = \frac{(16.8 + 12.0)}{9 \cdot 80 \cdot \frac{m}{52}} \sin \left(2 + \frac{112.0}{16.0}\right)$$

(5) 
$$y-y_0=60.0m$$
  $x-x_0=150.0m$   
A.  $y-y_0=\sqrt{0}y^{\dagger}+\frac{1}{2}gt^2=5t=\sqrt{2}y-y_0=\sqrt{2}(50.0m)=3.50s$   
B.  $x-x_0=\sqrt{0}x^{\dagger}=5\sqrt{0}x=\frac{x-x_0}{3.50s}=\frac{150.0m}{3.50s}=\frac{142.9m}{5}$ 

(6) 
$$V_b = 10.0 \text{ m}$$
  $V_c = 3.00 \text{ m}$   $V_{-} V_0 = 3.00 \times 10^3 \text{ m}$   
 $A. y - y_0 = V_{0} y^{-} = 3.00 \times 10^3 \text{ m}$   
 $V_{0} y = 10.0 \text{ m}$   
 $V_{0} y = 10.0 \text{ m}$ 

	(TE	7	
Name Physics 200	(Stanleton)	John John John John John John John John	Essex High School
	Chapter 3 Practice Test – Kinem	natics in 2D	
1. Suppos	ut 30-40% of points) se a projectile is launched at some non-vertical angl sile remains in freefall for several seconds before hit		resistance. The
	ose any non-vertical launch angle and the flight path of the projectile.	V <sub>7</sub> =0.	7
Vx over	r time and explain why. Constant	43/3	
	cceleration in Xdinersion VIII	**	1
Vy over	ribe what happens to the projectile's rime and explain why.  ing 9. Boy's each second, because gravity is	X	X V ainth
<ol><li>Can a p</li></ol>	rojectile's Y velocity affect the projectile's X displac	ement? Why or why r	the projectile
Yes	. A greater y velocity time aloft, givi	nillexten	d the horizont
<ol><li>The vel</li></ol>	ocity of an object moving in 2 dimensions has been s and Vy = -5m/s.	resolved into two velo	ocity components:
a. Desc	cribe the object's direction of travel.	1450	
	pose the addition of a -5m/s air current in the y dim at change the object's <b>speed</b> ?	nension doubles Vy to	Vy = -10m/s. How
	Even faster.		<b>\</b>
c. How	does this this air current (from part b) affect the ob	oject's X velocity?	
the pos	of the following determine(s) the amount of time it itive X direction?	takes for a boat to cro	ss ariver that runs in
b. The	boat's Y velocity Component doat's X Velocity Component	DI	
d. All o		p.	
	are on the right shows three vectors. Two of the veneral vectors that add up to the resultant vector. W	/ /	
	h	. / / /	
	If I arrange the of vectors head to tail the I get the	widdle +	1
	I get the	e resultan.	



### Problems (about 60-70% Of pts)

1. A motorboat with a water speed of 10 m/s and a Northward heading encounters a 3m/s westward corrent.

a. What is the resultant velocity (not just speed) of the

motorboat?

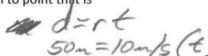


16.7° WOED

wor profes

How long does it take the boat to travel to point that is

50m further north?



JE=55

c. In the time that the boat has traveled 50m northward, how far has it traveled to the west? (6 pts)

A paddler wants to paddle in an eastward path across a river, ending up at a point directly across the river. The river is 100m wide, and it flows Northward with a current of 1.5m/s. In still water, the paddler's speed is 3m/s.

Separat.

a. What compass heading should the paddler follow? 30° SofW

b. Give the paddler's resultant velocity in terms of two component vectors,  $V_{North}$  and  $V_{East.}$ 

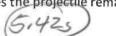
A car drives horizontally off of a cliff. The cliff is 50m above the ocean below and the stunt driver wants the car to travel 60m, horizontally, before hitting the water. How fast should the car be traveling when it launches from the cliff?

Separate Separate

18.75~15

A projectile is launched from ground level with a speed of 28m/s and a release angle of 72°. The projectile remains aloft until it returns to ground level.

a. How long does the projectile remain aloft?



b. What is the projectile's maximum height?



46.90

c. How far, horizontally, does the projectile travel?



d. What is the projectile's minimum speed during the flight (after release and before impact)?

8.65m/s

