

## CONCEPT: SOLVING SYMMETRICAL LAUNCH PROBLEMS

- If an object is launched *upwards*,  $v_{0y}$  is always [ **POSITIVE** | **NEGATIVE** ]
  - The maximum height or peak is always a point of interest, because  $v_{(peak),y} = \underline{\hspace{1cm}}$
- If an object returns to the                                  from which it was launched ( $\underline{\hspace{1cm}} = \underline{\hspace{1cm}}$ ), its trajectory is **symmetrical**.
  - For symmetrical launches ONLY:  $\underline{\hspace{1cm}} = \underline{\hspace{1cm}}$  &  $\underline{\hspace{1cm}} = \underline{\hspace{1cm}}$  &  $\underline{\hspace{1cm}} = \underline{\hspace{1cm}}$  &  $\underline{\hspace{1cm}} = \underline{\hspace{1cm}}$

EXAMPLE: You kick a football at 20m/s angled 53° upward, and it later returns to the ground. Calculate **a)** the time the football takes to reach its max height; **b)** the total time of flight; **c)** the vertical component of the football's velocity when it returns to the ground.



### PROJECTILE MOTION

- 1) Draw paths in X&Y and points of interest  
(Points of Interest: initial, final, max height, etc.)
- 2) Determine target variable
- 3) Determine interval and UAM equation
- 4) Solve

### UAM EQUATIONS

| X                  | Y   |
|--------------------|---|
| $\Delta x = v_x t$ | (1) $v_y = v_{0y} + a_y t$<br>(2) $v_y^2 = v_{0y}^2 + 2a_y \Delta y$<br>(3) $\Delta y = v_{0y} t + \frac{1}{2} a_y t^2$<br>*(4) $\Delta y = \frac{1}{2} (v_{0y} + v_f) t$ |

### VECTOR EQs

A diagram showing a vector  $\vec{A}$  in the first quadrant. A dashed line from the tip of the vector to the horizontal axis forms a right triangle with the horizontal component  $A_x$  and the vertical component  $A_y$ . The angle between the vector and the horizontal axis is labeled  $\theta_x$ .

$$A = \sqrt{A_x^2 + A_y^2}$$

$$\theta_x = \tan^{-1} \left( \frac{|A_y|}{|A_x|} \right)$$

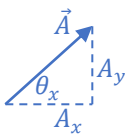
$$A_x = A \cos(\theta_x)$$

$$A_y = A \sin(\theta_x)$$

**PROBLEM:** A flare gun launches signal flares with an initial speed of 110 m/s. How far does the flare travel if it is shot at ground level at an angle  $65^\circ$  above the horizontal?

- A) 1890 m
- B) 944 m
- C) 507 m
- D) 1040 m

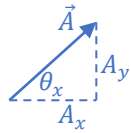
| PROJECTILE MOTION  |
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| 1) Draw paths in X&Y and points of interest<br><i>(Points of Interest: initial, final, max height, etc.)</i><br>2) Determine target variable<br>3) Determine interval and UAM equation<br>4) Solve |

| UAM EQUATIONS      |   | VECTOR EQs   |
|--------------------|---|--|
| X                  | Y   |  $A = \sqrt{A_x^2 + A_y^2}$ $\theta_x = \tan^{-1} \left( \frac{ A_y }{ A_x } \right)$ $A_x = A \cos(\theta_x)$ $A_y = A \sin(\theta_x)$ |
| $\Delta x = v_x t$ | (1) $v_y = v_{0y} + a_y t$<br>(2) $v_y^2 = v_{0y}^2 + 2a_y \Delta y$<br>(3) $\Delta y = v_{0y} t + \frac{1}{2} a_y t^2$<br>*(4) $\Delta y = \frac{1}{2} (v_{0y} + v_f) t$ |  |

**PROBLEM:** In a game of catch on a faraway planet, a ball is thrown with 10 m/s at  $37^\circ$  above the horizontal. It travels a horizontal distance of 32 m and lands on the ground. What is the magnitude of the gravitational acceleration on this planet?

- A)  $0.3 \text{ m/s}^2$
- B)  $1.5 \text{ m/s}^2$
- C)  $3 \text{ m/s}^2$
- D)  $6 \text{ m/s}^2$

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| UAM EQUATIONS      |   | VECTOR EQs   |
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| X                  | Y   |  $A = \sqrt{A_x^2 + A_y^2}$ $\theta_x = \tan^{-1} \left( \frac{ A_y }{ A_x } \right)$ $A_x = A \cos(\theta_x)$ $A_y = A \sin(\theta_x)$ |
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