

PHYSICS INDUCTION

An Institute of Science & Mathematics

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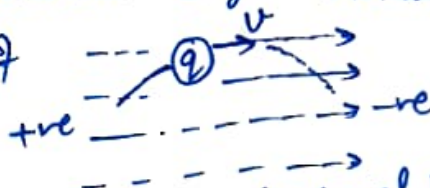
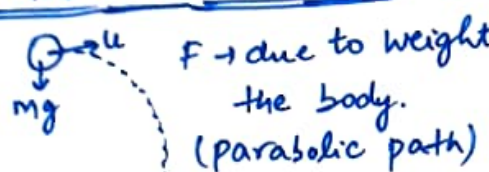
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IB PHYSICS (HL) : NOTES : SPACE, TIME AND MOTION : KINEMATICS (Projectile Motion)

PROJECTILE MOTION : We consider single constant force (always vertical).



Motion of q in uniform Electric field - Parabolic path.

(External Electric Field)

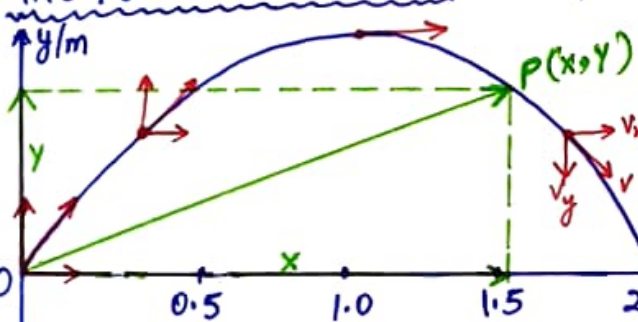
Consider a situation, where a projectile is launched at an angle, θ to the horizontal with velocity, u . The components of the initial velocity vector are: $u_x = u \cos \theta$, $u_y = u \sin \theta$.

At some later time, t :

$$v_x = u \cos \theta \quad (\because \text{zero acceleration along x-axis})$$

$$v_y = u \sin \theta - gt \quad (\because v = u + at \text{ Here, } v = v_y, u_y = u \sin \theta, a_y = -g)$$

THE POSITION VECTOR, $\vec{r}$ - The position of the projectile is determined by $\vec{r}$ (From Origin)



* The Velocity vectors for projectile motion are tangents to the parabolic path.

* $v \rightarrow$ combined effects of 2 velocities
Horizontal (v_x) $\rightarrow$ constant $\rightarrow$ No Horizontal Force, $a_x = 0$
Vertical (v_y) $\rightarrow$ Uniformly changing ($\uparrow$ or $\downarrow$) due to g , $a_y = g$
* v_x & $v_y \rightarrow$ Independent of each other

Assumptions: No frictional air resistance, No effect of Earth's rotation,

Acc. due to gravity, $g \rightarrow$ constant

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HORIZONTAL PROJECTION:- At $t=0$, $x_0=0$, $y_0=0$, $a_x=0$ ($\because F_x=0$), $a_y=g$

$$u_x = u, u_y = 0$$

Along x-axis: $x = x_0 + u_x t + \frac{1}{2} a_x t^2 \Rightarrow \boxed{x = ut} \text{ or } \boxed{t = x/u}$

Along y-axis: $y = y_0 + u_y t + \frac{1}{2} a_y t^2 \Rightarrow y = \frac{1}{2} g t^2 = \frac{g}{2} \left(\frac{x}{u}\right)^2 = \frac{1}{2} \frac{g x^2}{u^2} = \frac{k x^2}{2}$

Time of flight ($0 \rightarrow C$): $y = h$, $t = T$

$$y = y_0 + u_y t + \frac{1}{2} a_y t^2 \Rightarrow h = 0 + 0 + \frac{1}{2} g T^2 \Rightarrow \boxed{T = \sqrt{\frac{2h}{g}}}$$

Horizontal Range: $x = R$, $t = T = \sqrt{\frac{2h}{g}}$, $u_x = u$

$$x = x_0 + u_x t + \frac{1}{2} a_x t^2$$

$$\Rightarrow R = 0 + u \sqrt{\frac{2h}{g}} + 0 \Rightarrow \boxed{R = u \sqrt{\frac{2h}{g}}}$$

Velocity at an instant:

$$v_x = u_x = u$$

$$v_y = u_y + a_y t$$

$$= 0 + gt = gt$$

$$v = \sqrt{v_x^2 + v_y^2}$$

$$= \sqrt{u^2 + g^2 t^2}$$

$$\tan \beta = \frac{v_y}{v_x} = \frac{gt}{u}$$

$$\beta = \tan^{-1}(gt/u) \quad \boxed{1.}$$

NOTE:
* at highest point $v \perp a$, $v_y = 0$ only
 v_x exists.

* $T, R, H \rightarrow$ Independent of mass

* Final velocity with which the object strikes is same as the velocity of projection.

ANGULAR PROJECTION:-

At $t=0$, $x_0=0$, $y_0=0$

$u \rightarrow u \cos \theta$ (Uniform) no F_x
 $u \rightarrow u \sin \theta$

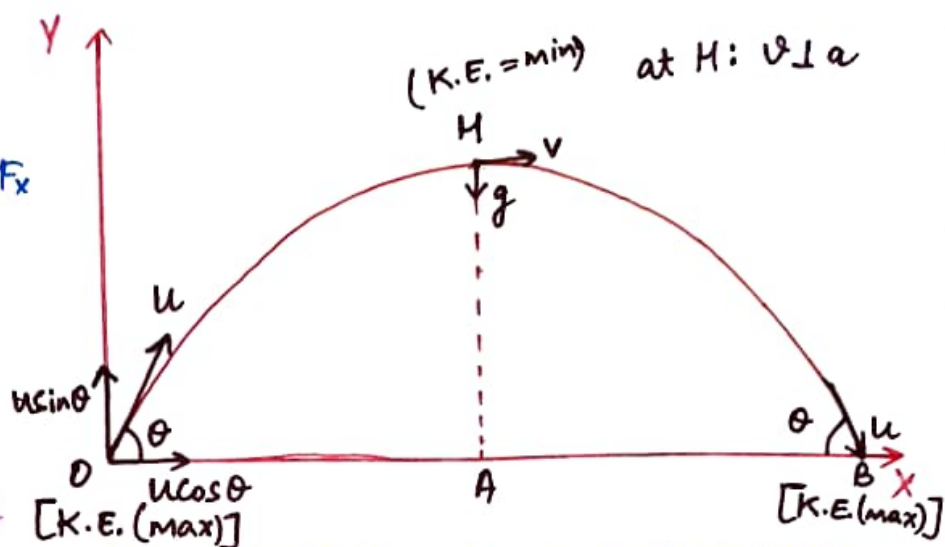
Horizontal disp: $OB = R$
 due to $u \cos \theta$

Vertical displacement
 $AH = H$: due to $u \sin \theta$

Along X-axis:- $u_x = u \cos \theta$

$$x = x_0 + u_x t + \frac{1}{2} a_x t^2$$

$$x = (u \cos \theta) t \Rightarrow t = x / u \cos \theta$$



Along Y-axis: $a_y = -g$, $y_0 = 0$, $u_y = u \sin \theta$

$$y = y_0 + u_y t + \frac{1}{2} a_y t^2$$

$$= (u \sin \theta) t - \frac{1}{2} g t^2$$

$$= (u \sin \theta) \left(\frac{x}{u \cos \theta} \right) - \frac{1}{2} g \left(\frac{x}{u \cos \theta} \right)^2$$

$$y = x \tan \theta - \left(\frac{1}{2} \frac{g}{u^2 \cos^2 \theta} \right) x^2$$

Time of flight:

$$T = \text{Time of ascent} + \text{Time of descent}$$

$$= t + t = 2t$$

at H: $u_y = u \sin \theta$, $v_y = 0$,

$$a_y = -g, t = T/2$$

$$v_y = u_y + a_y t$$

$$0 = u \sin \theta + (-g) T/2$$

$$T = \frac{2u \sin \theta}{g}$$

Maximum Height:-

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$$u_y = u \sin \theta, a_y = -g, y_0 = 0, y = H, t = T/2 \Rightarrow$$

$$= \frac{u \sin \theta}{g}$$

$$y = y_0 + u_y t + \frac{1}{2} a_y t^2$$

$$H = 0 + (u \sin \theta) \left(\frac{u \sin \theta}{g} \right) + \frac{1}{2} (-g) \left(\frac{u \sin \theta}{g} \right)^2$$

$$H = \frac{u^2 \sin^2 \theta}{g} - \frac{1}{2} \frac{u^2 \sin^2 \theta}{g} = \frac{u^2 \sin^2 \theta}{2g}$$

$$H = \frac{u^2 \sin^2 \theta}{2g}$$

$R \rightarrow \text{Maximum?}$

when $\sin 2\theta \rightarrow \text{maximum}$

$$\Rightarrow 2\theta = 90^\circ \Rightarrow \theta = 45^\circ$$

Horizontal Range, R

$$R = (u \cos \theta) \times T$$

$$\Rightarrow R = (u \cos \theta) \times \left(\frac{2u \sin \theta}{g} \right)$$

$$\Rightarrow R = \frac{u^2 \sin 2\theta}{g}$$

$$\sin 2\theta = 2 \sin \theta \cos \theta$$

If angle of projection is $(90^\circ - \theta)$: $R' = \frac{u^2 \sin 2(90^\circ - \theta)}{g}$

R: same for $(45^\circ + \theta)$ & $(45^\circ - \theta)$

$$= \frac{u^2 \sin (180^\circ - 2\theta)}{g}$$

$$= \frac{u^2 \sin 2\theta}{g} = \frac{u^2 \sin 2\theta}{g}$$

2.

VELOCITY AT ANY TIME: $u_x = u \cos \theta$, $a_x = 0$, $u_y = u \sin \theta$, $a_y = -g$

Along PL: $V_x = u_x + a_x t = u \cos \theta$; Along PM: $V_y = u_y + a_y t = u \sin \theta - gt$

Resultant Velocity = $\sqrt{PL^2 + PM^2} = \sqrt{V_x^2 + V_y^2}$
(PR)

$$V = \sqrt{u^2 \cos^2 \theta + u^2 \sin^2 \theta + g^2 t^2 - 2(u \sin \theta)gt}$$

$$= \sqrt{u^2 + g^2 t^2 - 2ugt \sin \theta}$$

$$\tan \beta = \frac{RL}{PL} = \frac{PM}{PL} = \frac{V_y}{V_x}$$

$$\tan \beta = \frac{u \sin \theta - gt}{u \cos \theta} = \tan \theta - \frac{gt}{u \cos \theta}$$

PROJECTION AT AN ANGLE WITH THE VERTICAL:

$$T = \frac{2u \sin(90^\circ - \theta)}{g} = \frac{2u \cos \theta}{g}, \quad H = \frac{u^2 \sin^2(90^\circ - \theta)}{2g} = \frac{u^2 \cos^2 \theta}{2g}$$

$$R = \frac{u^2 \sin 2(90^\circ - \theta)}{g} = \frac{u^2 \sin 2\theta}{g}$$

$$y = x \tan(90^\circ - \theta) - \frac{1}{2} \frac{gx^2}{u^2 \cos^2(90^\circ - \theta)} = x \cot \theta - \frac{1}{2} \frac{gx^2}{u^2 \sin^2 \theta}$$

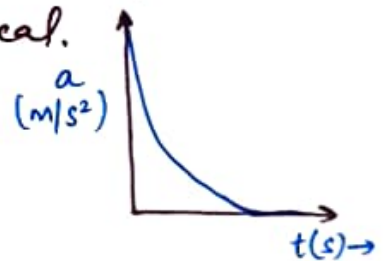
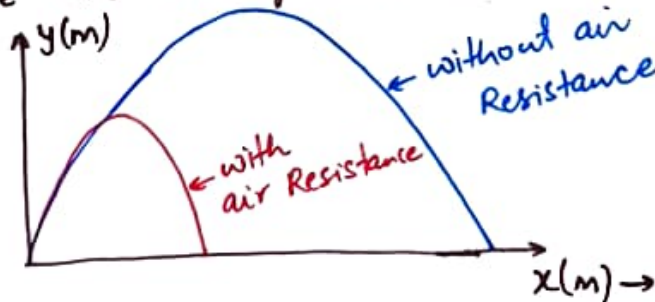
$$V = \sqrt{u^2 + g^2 t^2 - 2ugt \sin(90^\circ - \theta)} = \sqrt{u^2 + g^2 t^2 - 2ugt \cos \theta}$$

$$\tan \beta = \frac{\tan(90^\circ - \theta) - \frac{gt}{u \cos(90^\circ - \theta)}}{\frac{u \sin \theta}{u \cos(90^\circ - \theta)}} = \cot \theta - \frac{gt}{u \sin \theta}$$

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FLUID RESISTANCE:- With air resistance forces, the range & maximum height are smaller & shape is no longer symmetrical.

The projectile hits the ground at a steeper angle



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