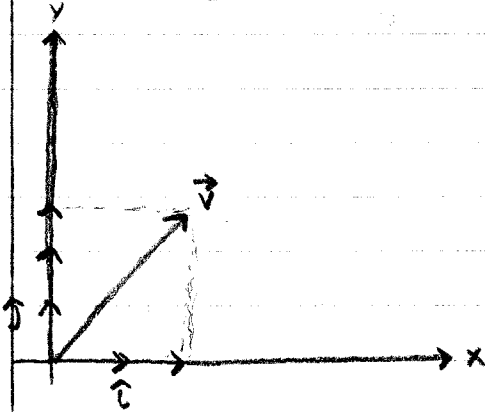


12-12-07

$\vec{v} = \vec{v}_x + \vec{v}_y$
in fact \vec{v}_x, \vec{v}_y can
be orthogonal



$$\vec{v} = 2\hat{i} + 3\hat{j}$$

every vector can be written
as a linear combination
of the basis vectors
 $\hat{i}, \hat{j}, \hat{k}$

[ex. 1] $\vec{v} = \begin{bmatrix} 3 \\ 1 \\ -5 \end{bmatrix}$

write \vec{v} as a linear
combination of its basis vectors

$$\vec{v} = 3\hat{i} + \hat{j} - 5\hat{k}$$

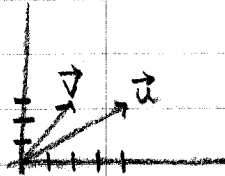
projectile motion
(all motion)

the $\hat{i}, \hat{j}, \hat{k}$ components
have no effect on
each other

(Galileo)

• but they do affect the vectors

[ex.1] $\vec{v} = 2\hat{i} + 3\hat{j}$
 $\vec{u} = 4\hat{i} + 3\hat{j}$



so doubling $2\hat{i}$ effects vector, but not effect \hat{j}

now,

Let $\vec{v}_x = 3t\hat{i}$

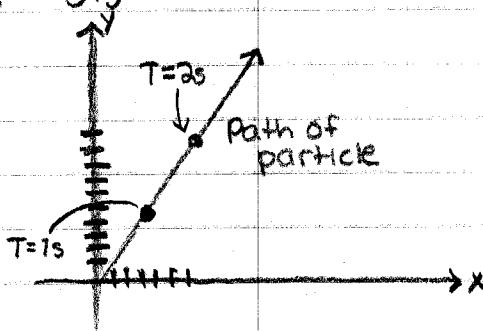
$\vec{v}_y = 5t\hat{j}$

Then $\vec{v}(t) = 3t\hat{i} + 5t\hat{j}$

Plot the motion of particle whose velocity is given by

$\vec{v}(t) = 3t\hat{i} + 5t\hat{j}$

t	3t	5t
0	0	0
1	3	5
2	6	10

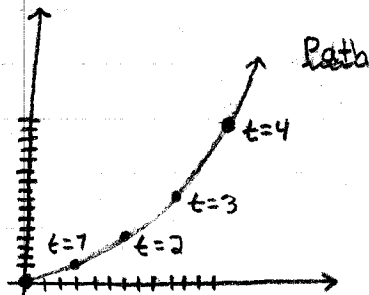


Q1 How far does particle get in 10s in

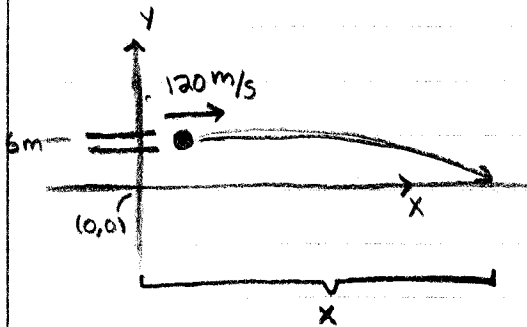
- x-direction 30 distance units
- y-direction 50 distance units

[ex. 2] $\vec{v}(t) = 3t\hat{i} + t^2\hat{j}$

t	3t	t ²
0	0	0
1	3	1
2	6	4
3	9	9
4	12	16



[ex. 3] Cannon fires parallel to level ground with horizontal velocity of 120 m/s . Where does cannon ball land? cannon barrel at 6 m above ground.



$$x(t) = 120\text{ m/s}t$$

$$y(t) = 6\text{ m} - \frac{1}{2}(9.81\text{ m/s}^2)t^2$$

} you'll find t from this

hits ground

$$6\text{ m} - 4.9t^2 = 0$$

$$t^2 = \frac{6}{4.9}$$

$$t = \sqrt{\frac{6}{4.9}}$$

$$t = 1.1\text{ sec}$$

$$x(1.1) = 120\text{ m/s}(1.1\text{ s})$$

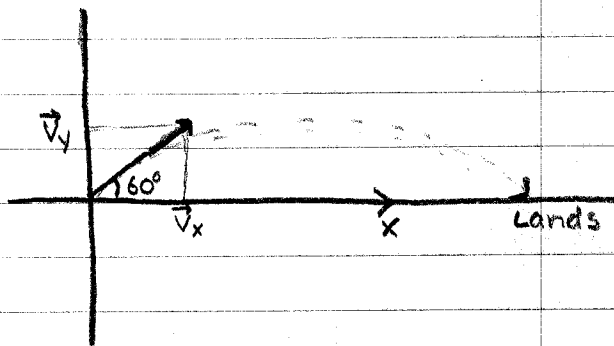
$$= 132\text{ m}$$

cannon ball lands 132 m away

[ex. 5] cannon fires at angle of 60°
w/ respect to ground. Muzzle velocity
is 120 m/s .

where does cannonball land?

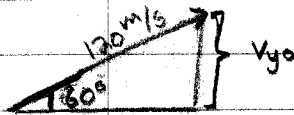
Barrel at zero m above ground



$$x(t) = 120\text{ m/s}t, \quad t \text{ is time in air}$$

$$y(t) = \vec{v}_y t - \frac{1}{2}(9.8)t^2$$

need \vec{v}_y



$$\sin 60^\circ = \frac{v_{y0}}{120}$$

$$\begin{aligned} \Rightarrow v_{y0} &= 120 \sin 60^\circ \\ &= 120 \left(\frac{\sqrt{3}}{2}\right) \\ &= 60\sqrt{3} \text{ m/s} \end{aligned}$$

$$\cos 60^\circ = \frac{v_{x0}}{120}$$

$$\begin{aligned} v_{x0} &= 120 \cos 60^\circ \\ &= \frac{\sqrt{3}}{2}(120) \\ &= \sqrt{3}(60) \\ &\approx 103 \text{ m/s} \end{aligned}$$