

## 2D Motion - 1

### Simple projectile motion (1).

Maximum height:

$$v_x^0 = v^0 \cos(\theta), \quad v_y^0 = v^0 \sin(\theta) \quad v_y = v_y^0 - g t$$

and  $v_y = 0$  for  $y = y_{\max} \Rightarrow t_{\max} = v_y^0/g$ . Therefore,

$$y_{\max} = v_y^0 t_{\max} - g t_{\max}^2/2.$$

Time at which the maximum height is reached: Already calculated.

**Off the cliff (2):** Insert  $t$  from the second equality into the first:

$$x = v_0 t \quad \text{and} \quad H = g t^2/2.$$

## 2D Motion - 2

### Horizontal Distance (3).

First, use

$$g t_{\max} - v^0 = 0 \quad \text{and} \quad H = v^0 t_{\max} - \frac{1}{2} g (t_{\max})^2$$

to express  $v_0$  as function of  $g$  and  $H$ . Components:

$$v_x^0 = v^0 \cos(\phi), \quad v_y^0 = v^0 \sin(\phi).$$

From  $g t_{\max}^\phi - v_y^0 = 0$  the horizontal distance follows:

$$d = 2 t_{\max}^\phi v_x^0 = \frac{2}{g} (v_0)^2 \cos(\phi) \sin(\phi).$$

Determine  $\phi_{\max}$  from the derivative of  $d$ ,

$$\left. \frac{d d}{d \phi} \right|_{\phi=\phi_{\max}} = 0,$$

and eliminate  $v_0$  in terms of  $g$  and  $H$ .

## 2D Motion - 3

### Horizontal Range (4).

$$v_y^0 = \sqrt{2hg}, \quad t = \frac{v_y^0}{g}, \quad R = 2t v_x^0, \quad v^0 = \sqrt{(v_y^0)^2 + (v_x^0)^2}.$$

### Catapult (5).

With  $g$ ,  $H$ ,  $D$ , and  $t$  given:

$$v_x^0 = \frac{D}{t} = \frac{x_f}{t}, \quad \text{and} \quad 0 = H + v_y^0 t - \frac{1}{2} g t^2 \Rightarrow v_y^0.$$

$\Rightarrow$  angle and speed. Highest point:

$$0 = v_y^0 - g t_{max} \Rightarrow y_{max} = H + \dots$$

## 2D Motion - 5

### Circular acceleration (6):

$$T = \frac{2\pi r}{v}, \quad \omega = \frac{2\pi}{T} = \frac{2\pi v}{r} = \frac{v}{r}.$$

$$x = +r \cos(\omega t), \quad y = +r \sin(\omega t),$$

$$v_x = -\omega r \sin(\omega t), \quad v_y = +\omega r \cos(\omega t),$$

$$a_x = -\omega^2 r \cos(\omega t), \quad a_y = -\omega^2 r \sin(\omega t),$$

Therefore,

$$\vec{r}^2 = r^2, \quad \vec{v}^2 = \omega^2 r^2, \quad \vec{a}^2 = \omega^4 r^2 \Rightarrow a = \omega^2 r = \frac{v^2}{r}.$$