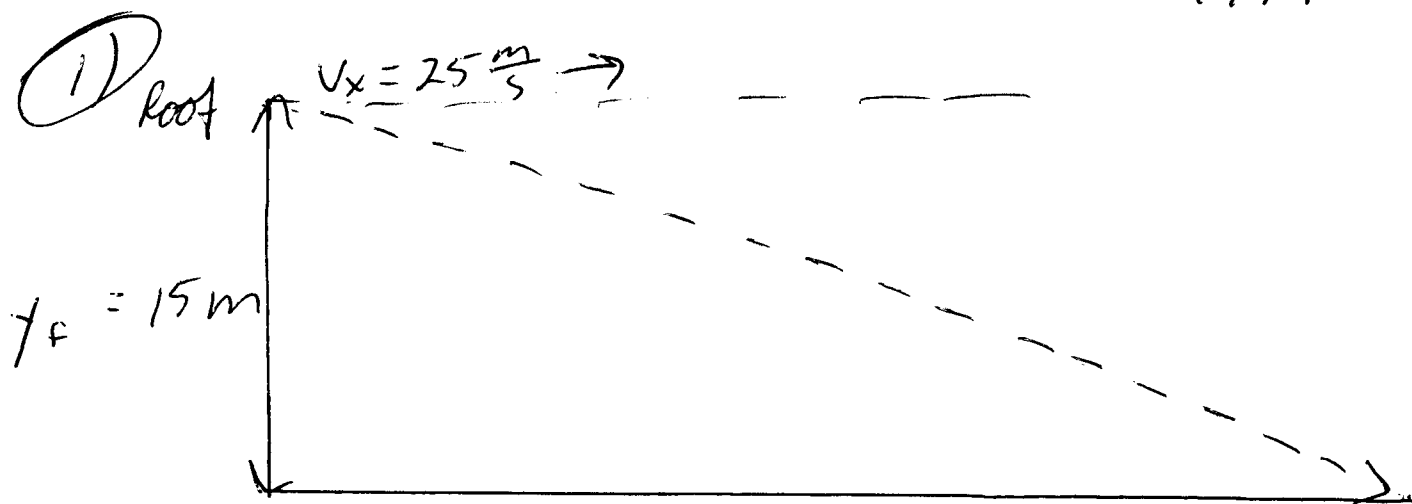


Projectile Motion: Cliff



What are we solving for?

1) time to hit ground

2) horizontal distance before hitting ground

Equations to Use

$$y_f = y_0 + v_{0y}t + \frac{1}{2}gt^2 \quad \text{and} \quad x = v_x \cdot t$$

1) solve for time by rearranging equation

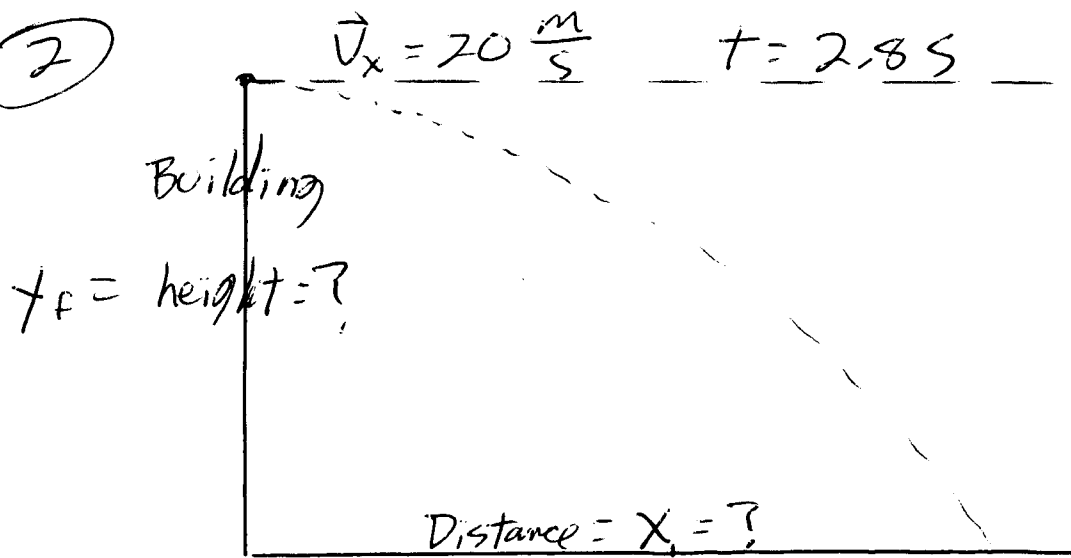
$$y_f = \frac{1}{2}gt^2$$

$$\sqrt{\frac{2y_f}{g}} = t \quad \text{so...} \quad t = \sqrt{\frac{2 \cdot 15 \text{ m}}{9.8 \frac{\text{m}}{\text{s}^2}}} = \boxed{1.8 \text{ s}}$$

now, plug in to equation $x = v_x \cdot t$

$$x = 25 \frac{\text{m}}{\text{s}} \cdot 1.8 \text{ s} = \boxed{45 \text{ m}}$$

2



a) How far? Use $X = \vec{v}_x \cdot t$

$$X = 20 \frac{m}{s} \cdot 2.85 = 56 \text{ m}$$

b) Height of Building?

Use $h_f = v_{0y} t + \frac{1}{2} g t^2$

$$h_f = \frac{1}{2} g t^2 = \frac{1}{2} \cdot 9.8 \frac{m}{s^2} \cdot (2.85)^2 =$$

$$39.4 \text{ m}$$

2

3

$$\vec{v}_x = 18 \frac{m}{s}$$

$$t_f = 220m$$

a) How long to reach the ground?

Use

$$t_f = t_0 + v_{0y}t + \frac{1}{2}gt^2$$

$$t_f = \frac{1}{2}gt^2 \quad \text{solve for } t$$

$$\sqrt{\frac{2t_f}{g}} = t = \sqrt{\frac{2 \cdot 220m}{9.8 \frac{m}{s^2}}} = 6.7s$$

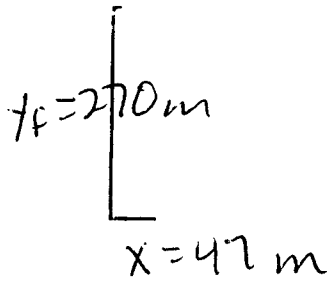
b) How far will it land from building?

$$\text{Use } x = v_x \cdot t$$

$$x = 18 \frac{m}{s} \cdot 6.7s = 121m$$

3

4



We ^{first} want to know time that it will take Goofy to fall 270m.

Use $y_f = v_{0y}t + \frac{1}{2}gt^2$ to find this.

$$y_f = \frac{1}{2}gt^2$$

$$t = \sqrt{\frac{2y_f}{g}} = \sqrt{\frac{2 \cdot 270\text{m}}{9.8 \frac{\text{m}}{\text{s}^2}}} = 7.4\text{s}$$

now, use $x = \vec{v}_x \cdot t$ to find \vec{v}_x

$$\vec{v}_x = \frac{x}{t} = \frac{47\text{m}}{7.4\text{s}} = 6.4 \frac{\text{m}}{\text{s}}$$

4