



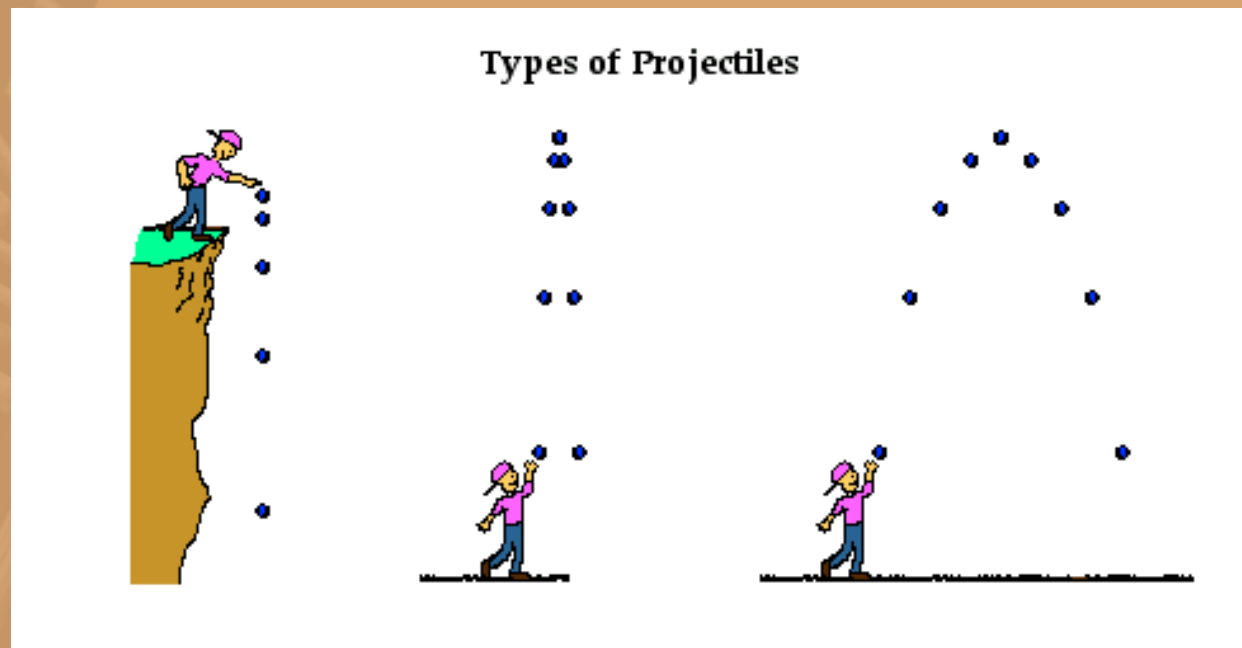
MECHANICS 10.5

QENA STUDENT CLUB



PROJECTILE MOTION

🏰 **Projectile motion refers to the motion of an object that is thrown or projected into the air at an angle.**



The motion of a projectile is determined only by the object's initial velocity and gravity



- **We know from last semester all the equation of mechanics come from 4 main equation which are**

$$1. \quad v = v_0 + at$$

$$2. \quad \Delta x = \left(\frac{v + v_0}{2}\right)t$$

$$3. \quad \Delta x = v_0t + \frac{1}{2}at^2$$

$$4. \quad v^2 = v_0^2 + 2a\Delta x$$

- **So, this projected motion is in two dimension (x, y) that make curve parabola called trajectory And because the motion in two dimension we have to determine if the motion in x- y axis To solve problem**

(HORIZONTAL PROJECTILE) & PROJECTION DOWN AN INCLINED PLANE



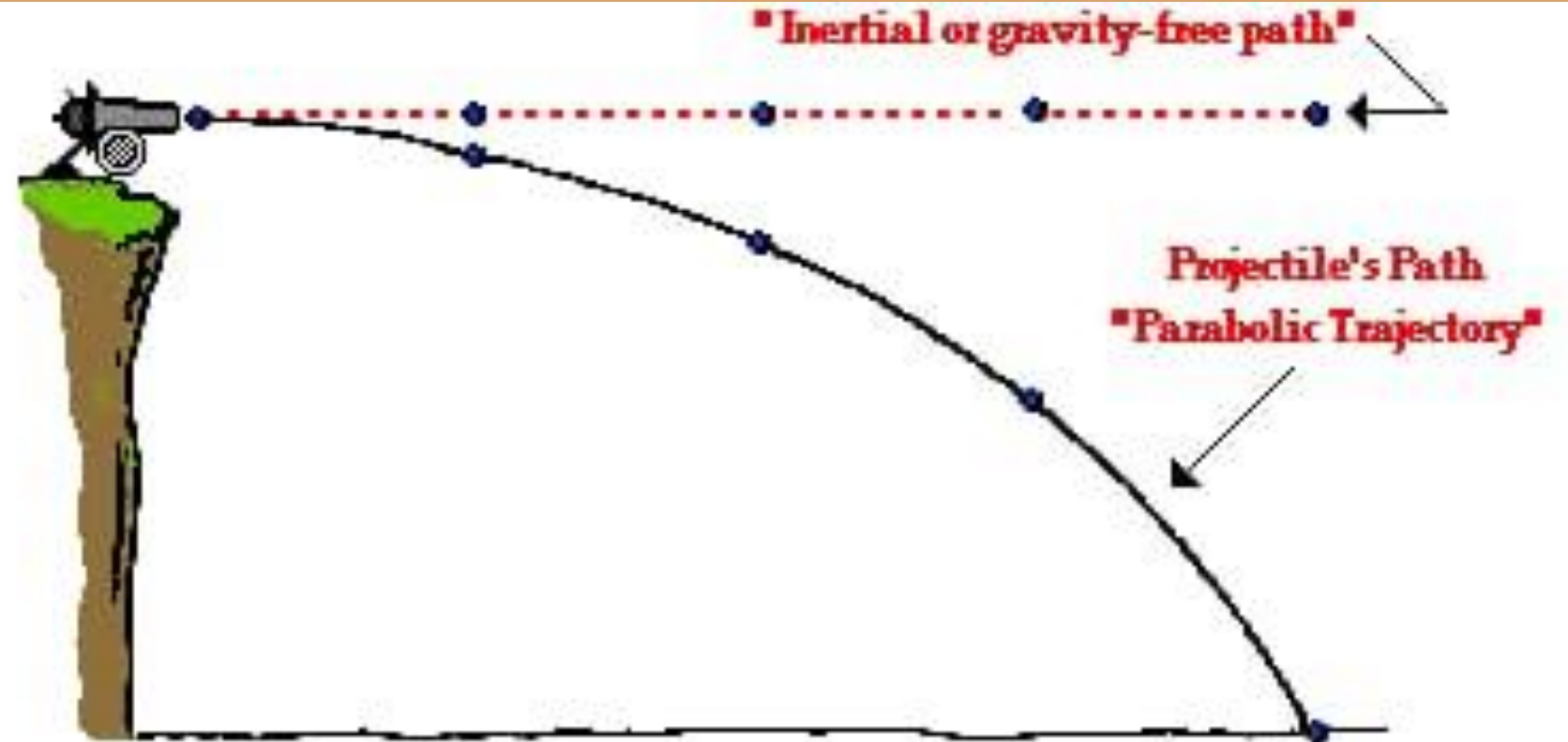
- How to calculate Maximum height?!

$H = \frac{1}{2} at^2$, How did we get this law

By this equation $d = v_i + at^2$

$dy = v_y \cdot t + \frac{1}{2} a_y t^2$

$H = \text{Zero} + \frac{1}{2} at^2$



With gravity, a "projectile" will fall below its inertial path. Gravity acts downward to cause a downward acceleration. There are no horizontal forces needed to maintain the horizontal motion - consistent with the concept of inertia.

HOW TO CALCULATE THE RANGE

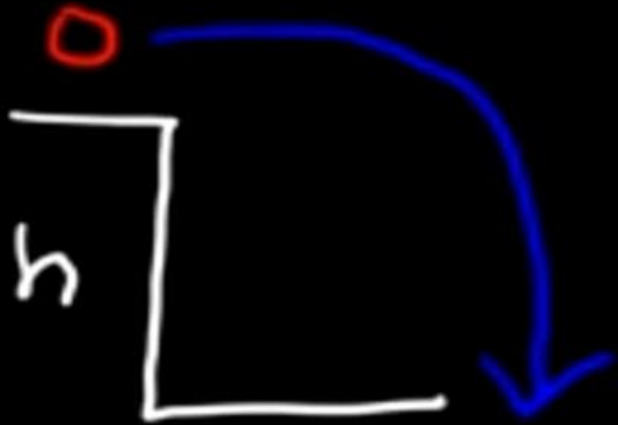


- **$R = v_x \cdot t$, how did we get this law?**
- **By this equation, $d = v \cdot t$**
- **-How to calculate the final velocity**
- **$V_f = \sqrt{v_x^2 + v_y^2}$**
- **v_x is constant.**
- **$v_y = v_{iy} + at$**

HOW TO CALCULATE THE TIME?!



- Time from point a to b = $v \cdot \sin(\text{angle}) / g$
- Time from point b to c = $\sqrt{2 \cdot h} / g$
- To calculate total time = Time from point a to b + Time from point b to c



OBLIQUE PROJECTILE



-How to calculate the time?!

$T = v \sin(\text{angle}) / g$, this time at the maximum height

But to get the total time, we used this equation.

$T = 2 v \sin(\text{angle}) / g$, but how did we get this law?!

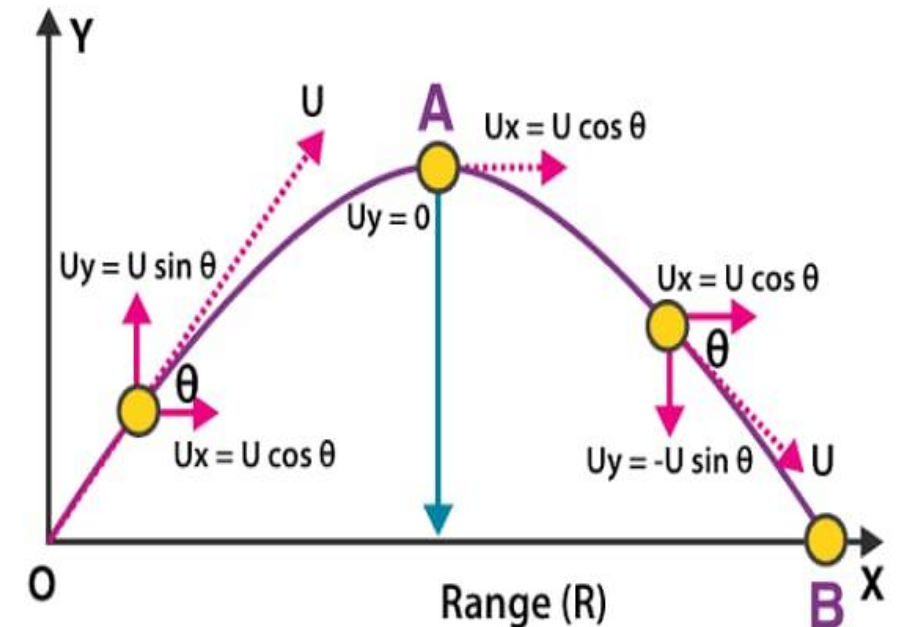
By $v_f = v_{iy} + a \cdot t$

$-v \sin(\text{angle}) = a \cdot t$ (g is negative)

$T = v \sin(\text{angle}) / g$

PROJECTILE MOTION

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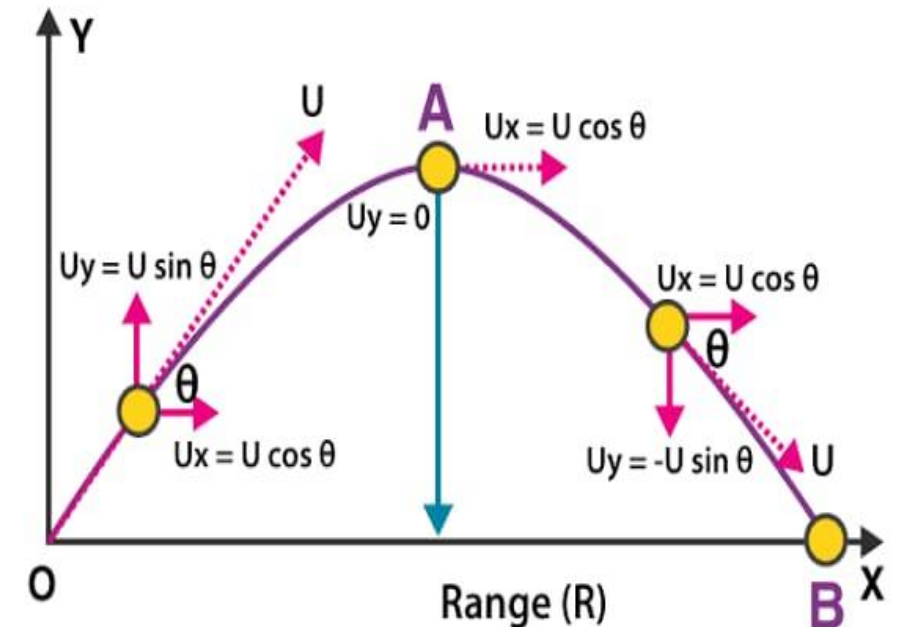




HOW TO CALCULATE THE RANGE?!

- $R = \frac{v^2 \sin(2 \text{ angle})}{g}$, how did we get this equation?
- By $R = v \cos(\text{angle}) \cdot \frac{2v \sin(\text{angle})}{g}$
- $R = \frac{v^2 (2 \sin(\text{angle}) \cdot \cos(\text{angle}))}{g}$
- $R = \frac{v^2 \sin(2 \text{ angle})}{g}$

PROJECTILE MOTION



HOW TO CALCULATES THE MAXIMUM HEIGHT?!



How o calculates the maximum height?!

$H = \frac{v^2 \sin^2(\text{angle})}{2g}$, how did we get this law?!

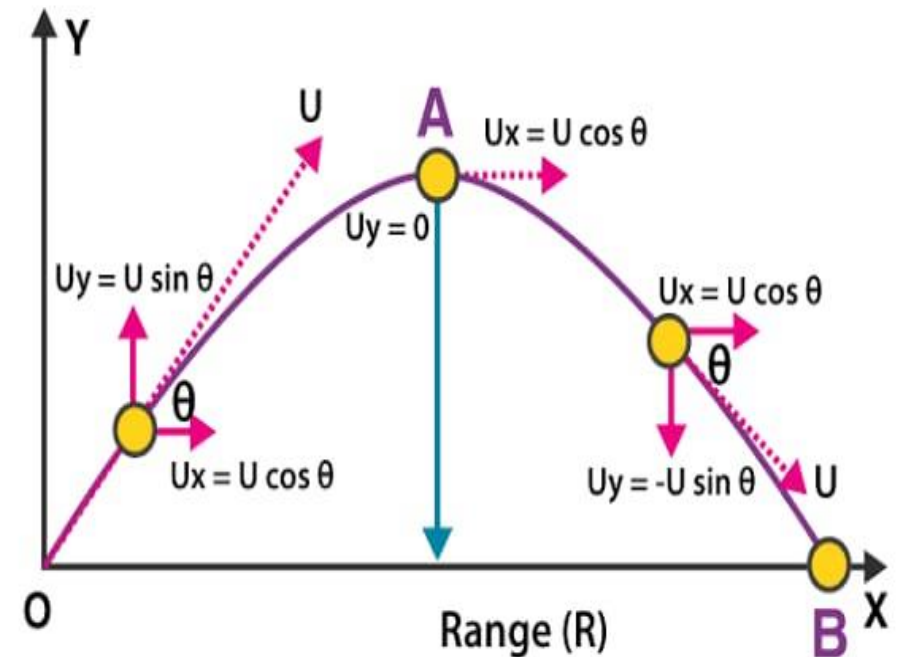
By $v_f^2 = v_i^2 + 2gH$

Zero = $(v \sin(\text{angle}))^2 / 2gH$

$H = \frac{v^2 \sin^2(\text{angle})}{2g}$

PROJECTILE MOTION

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THANKS

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