

FINAL EXAM

Thurs Dec 14

1:30-4:30pm

TEC 175

No Music Allowed

Bring: calculator, earplugs

14 Questions

Sections	% of Marks on Exam
8.2-8.5, 5.6, 8.8	30
9.1-9.10	28
10.2-10.5	25
12.1-12.5	17

12.3 Velocity and Acceleration Cont'd

Projectile Motion in 2D

Position (in m) after t seconds:

$$\vec{r} = [(v_0 \cos \theta)t, y_0 + (v_0 \sin \theta)t - \frac{gt^2}{2}]$$

where:

v_0 = initial speed (m/s)

θ = angle of inclination (measured to horizontal)

y_0 = initial height (m)

$$g = 9.8 \text{ m/s}^2 \quad (\text{or } g = 32 \text{ ft/s}^2)$$

Ex: A projectile has
 $v_0 = 10 \text{ m/s}$, $\theta = 30^\circ$, $y_0 = 2 \text{ m}$.

a) Find \vec{r}

$$\begin{aligned}\vec{r} &= [(10 \cos 30^\circ)t, 2 + (10 \sin 30^\circ)t - 4.9t^2] \\ &= [5\sqrt{3}t, 2 + 5t - 4.9t^2]\end{aligned}$$

b) Find \vec{v}

$$\vec{v} = [5\sqrt{3}, 5 - 9.8t]$$

c) Find the maximum height.

Occurs when (y-component of \vec{v}) = 0

$$5 - 9.8t = 0$$

$$t = \frac{5}{9.8}$$

$$\begin{aligned}\text{Maximum height} &= (\text{y-component of } \vec{r}) \Big|_{t = \frac{5}{9.8}} \\ &= 2 + 5\left(\frac{5}{9.8}\right) - 4.9\left(\frac{5}{9.8}\right)^2 \\ &\approx 3.3 \text{ m}\end{aligned}$$

d) Find the speed when it hits the ground.

Occurs when (y-component of \vec{r}) = 0

$$2 + 5t - 4.9t^2 = 0$$

$$-4.9t^2 + 5t + 2 = 0$$

$$t = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

$$= \frac{-5 \pm \sqrt{25 - 4(-4.9)(2)}}{-9.8}$$

$$\approx 1.328, -0.307$$

$$\|\vec{v}(t)\| = \sqrt{(5\sqrt{3})^2 + (5 - 9.8t)^2}$$

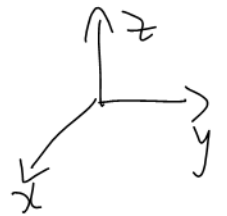
$$\|\vec{v}(1.328)\| \approx 12 \text{ m/s}$$

Ex: A ball is thrown with spin such that

$$\vec{a} = [0.60, 0, -9.8],$$

$$\vec{v}(0) = [0, 10, 10],$$

$$\vec{r}(0) = [0, 0, 0].$$



Find where, and at what speed,
the ball hits the ground.

$$\vec{v} = \int \vec{a} dt$$

$$= [0.60t, 0, -9.8t] + \vec{c}_1$$

Sub $t=0$: $[0, 10, 10] = \vec{0} + \vec{c}_1$

$$\vec{c}_1 = [0, 10, 10]$$

$$\vec{v} = [0.60t, 10, 10 - 9.8t]$$

$$\vec{r} = \int \vec{v} dt$$

$$= [0.30t^2, 10t, 10t - 4.9t^2] + \vec{C}_2$$

Sub $t=0$:

$$\vec{0} = \vec{0} + \vec{C}_2$$

$$\vec{C}_2 = \vec{0}$$

$$\vec{r} = [0.30t^2, 10t, 10t - 4.9t^2]$$

Ball hits the ground when (z-component of \vec{r}) = 0

$$10t - 4.9t^2 = 0$$

$$t(10 - 4.9t) = 0$$

$$~~t = 0~~, t = \frac{10}{4.9}$$

$$\text{Position at landing} = \vec{r}\left(\frac{10}{4.9}\right)$$

$$= [1.2, 20, 0]$$

$$\|\vec{v}(t)\| = \sqrt{(0.60t)^2 + 10^2 + (10 - 9.8t)^2}$$

$$\text{Speed at landing} = \|\vec{v}\left(\frac{10}{4.9}\right)\|$$

$$\approx 14 \text{ m/s}$$

12.4 Tangent and Normal Vectors

A curve $\vec{r}(t)$ is smooth on $a \leq t \leq b$ if $\vec{r}'(t)$ is continuous and nonzero on $a \leq t \leq b$.

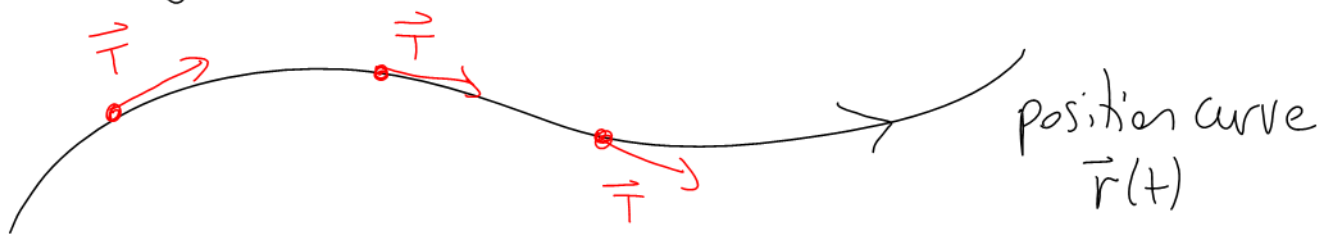
Def

A unit tangent vector to a smooth curve $\vec{r}(t)$

is :

$$\vec{T}(t) = \frac{\vec{v}(t)}{\|\vec{v}(t)\|}$$

It has length 1 and it's tangent to $\vec{r}(t)$.



Ex: Show that $\vec{T}'(t) \perp \vec{T}(t)$ for all t .

$$\|\vec{T}(t)\| = 1$$

$$\|\vec{T}(t)\|^2 = 1$$

$$\|\vec{w}\|^2 = \vec{w} \cdot \vec{w}$$

$$\vec{T}(t) \cdot \vec{T}(t) = 1$$

$$\text{Take } \frac{d}{dt}: \quad \vec{T}(t) \cdot \vec{T}'(t) + \vec{T}'(t) \cdot \vec{T}(t) = 0$$

$$2 [\vec{T}'(t) \cdot \vec{T}(t)] = 0$$

$$\vec{T}'(t) \cdot \vec{T}(t) = 0$$

$$\vec{T}'(t) \perp \vec{T}(t) \quad \text{for all } t$$

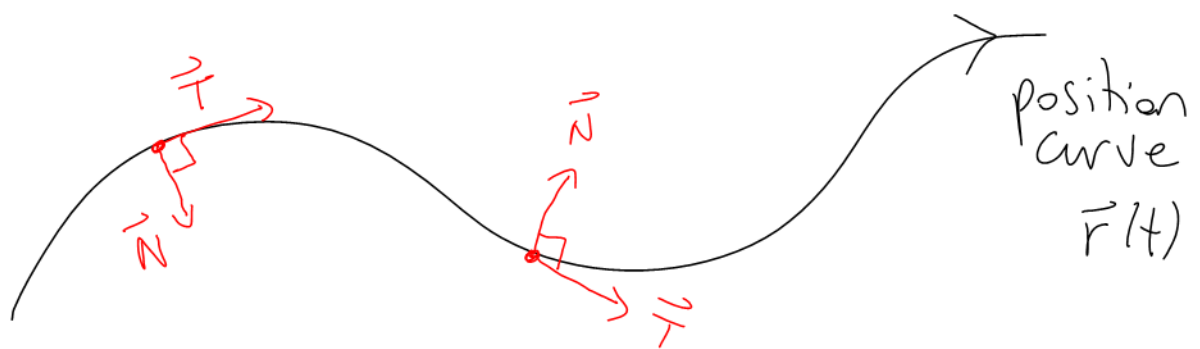
Def

A unit normal vector to a smooth curve $\vec{r}(t)$

is:

$$\vec{N}(t) = \frac{\vec{T}'(t)}{\|\vec{T}'(t)\|}$$

It's perpendicular to $\vec{T}(t)$ (and $\vec{r}(t)$),
pointing towards the concave side of $\vec{r}(t)$.
It has length 1.



FACT

$$\vec{a}(t) = \underbrace{a_T(t)}_{\substack{\uparrow \\ \text{functions of } t}} \vec{T}(t) + \underbrace{a_N(t)}_{\substack{\uparrow \\ \text{functions of } t}} \vec{N}(t)$$

where $a_T(t) = \frac{\vec{v} \cdot \vec{a}}{\|\vec{v}\|}$

"tangential component of acceleration"

$$a_N(t) = \frac{\|\vec{v} \times \vec{a}\|}{\|\vec{v}\|}$$

"normal component of acceleration"