

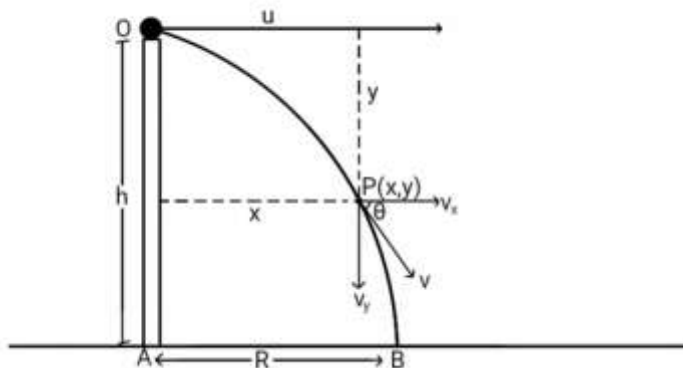
# PROJECTILE MOTION

- Motion of particle in a plane which is thrown into space and moves under the influence of gravity alone with constant acceleration is called projectile motion.
- In projectile motion, acceleration due to gravity is constant and air resistance is negligible.
- The path of a projectile motion is parabolic.

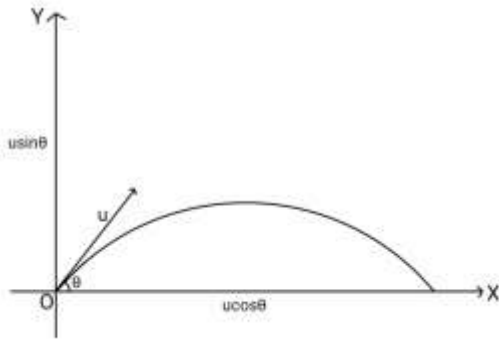
## Projectile motion

Physical Quantity during projectile motion	Horizontal projection from a height	Angular projection of projectile from ground making angle ' $\theta$ ' with horizontal
Velocity of projectile at any instant 't'	$v = \sqrt{u^2 + g^2 t^2}$	$v = \sqrt{u^2 + g^2 t^2 - 2ug t \sin \theta}$
Direction of velocity with horizontal	$\beta = \tan^{-1}\left(\frac{gt}{u}\right)$	$\beta = \tan^{-1}\left(\frac{u \sin \theta - gt}{u \cos \theta}\right)$
Time of flight	$T = \sqrt{\frac{2h}{g}}$	$T = \frac{2u \sin \theta}{g}$
Horizontal range	$R = u \sqrt{\frac{2h}{g}}$	$R = \frac{u^2 \sin 2\theta}{g}$
Maximum height	$H = h$	$H = \frac{u^2 \sin^2 \theta}{2g}$

### Parabolic path of projectile when projected horizontally from a height



### Parabolic path of projectile when projected horizontally from ground



### Important facts of angular projection of projectiles

➤ For maximum horizontal range

$$\sin 2\theta = 1$$

$$\theta = 45^\circ$$

$$R_{\max} = \frac{u^2}{g}$$

➤ For the least possible speed to attain a certain range, angle of projection should be  $45^\circ$  ( $u^2 \propto \frac{1}{\sin 2\theta}$ ) and the least speed is  $u_{\min} = \sqrt{gR}$

➤ If the angles of projection are  $\theta$  and  $90^\circ - \theta$  then

(a) Horizontal range remains the same i.e,  $R_1 : R_2 = 1 : 1$

(b)  $H_1 : H_2 = \tan^2 \theta : 1$

(c)  $T_1 : T_2 = \tan \theta : 1$

(d)  $R_1 = R_2 = R = 4\sqrt{H_1 H_2}$

(e)  $H_1 + H_2 = \frac{v^2}{2g}$

➤ If a person can throw to a maximum horizontal distance 'R', then the maximum height up to which he can throw is  $\frac{R}{2}$ .

➤ If 'k' be the initial K.E. of body, then K.E. at highest point  $\frac{1}{2} mu^2 \cos^2 \theta = k \cos^2 \theta$

$$\text{P.E. at highest point} = mHg = \frac{mg \cdot u^2 \sin^2 \theta}{2g} = k \sin^2 \theta$$

➤ If range is 'n' times the maximum height, then  $\theta = \tan^{-1} \left( \frac{4}{n} \right)$ .

{Comes from the formula :  $R \tan \theta = 4H$  (easy way to remember : Ratan Chor Ho)}

➤ If the equation of trajectory is  $y = ax - bx^2$ , then

(a) Angle of projection ( $\theta$ ) =  $\tan^{-1} a$

(b) Horizontal range (R) =  $\frac{a}{b}$

(c) Maximum height (H) =  $\frac{a^2}{4b}$

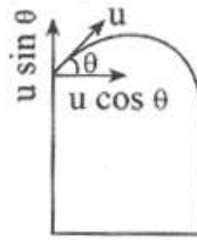
⇒ **Projectile at an angle ' $\theta$ ' above horizontal**

For horizontal motion

$$x = (u \cos \theta) \cdot t$$

For vertical motion

$$h = (-u \sin \theta) t + \frac{1}{2} g t^2$$



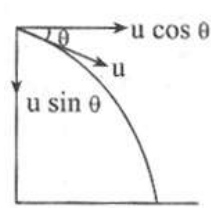
⇒ **Projectile at an angle ' $\theta$ ' below horizontal**

For horizontal motion

$$x = (u \cos \theta) \cdot t$$

For vertical motion

$$h = (u \sin \theta) t + \frac{1}{2} g t^2$$



**Projection from a moving body**

(1) Ball is projected in direction of the motion of a vehicle

Horizontal component of ball's velocity =  $u \cos \theta + v$

Vertical component of ball's velocity =  $u \sin \theta$

(2) Ball is projected in the direction opposite to the motion of a vehicle

Horizontal component =  $u \cos \theta - v$

Vertical component =  $u \sin \theta$

(3) Ball projected from an upward-moving platform

Horizontal component =  $u \sin \theta$

Vertical component =  $u \sin \theta + v$

(4) Ball projected from a downward-moving platform

Horizontal component =  $u \cos \theta$

Vertical component =  $u \sin \theta - v$

Where,

$u$  = velocity of ball

$v$  = velocity of vehicle or platform