

Problem 1: (5% of Assignment Value)
A plane flies towards a ground-based radar dish. Radar locates the plane at a distance $D = 25.3$ km from the dish, at an angle $\theta = 31^\circ$ above horizontal.

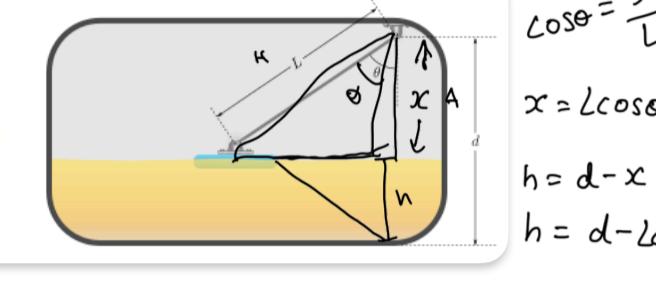
a) What is the plane's horizontal distance, in meters, from the radar dish?
 $\cos \theta = \frac{d_h}{D}$, where d_h
 $\cos(31^\circ) = \frac{d_h}{D}$, where $D = 25.3$ km
 $D \cos(31^\circ) = d_h$
 $\therefore 13.9363m = d_h$
Since the problem A wants it in meters (1km=1000m),
 $\therefore d_h \cdot 1000 = 13936.33m = d_h$

b) What is the plane's vertical distance, in meters, above the radar dish?
 $\sin \theta = \frac{D_v}{D}$, where D_v
 $(25.3) \sin(31^\circ) = \frac{D_v}{25.3}$
 $(25.3) \sin(31^\circ) = D_v$
 $\frac{(25.3) \sin(31^\circ)}{25.3} = D_v$
 $\therefore 13.9363m = D_v$
Convert it into meters, since 1km=1000m
 $\therefore D_v \cdot 1000 = 13936.33m = D_v$

c) Write an expression for the position vector, \vec{B} , in rectangular Cartesian unit-vector form using the coordinates axes provided in the drawing.
 $D \cos \theta \hat{i} + D \sin \theta \hat{j} + \vec{B}$

Problem 2: (5% of Assignment Value)
The diagram shows a tank of length $L = 10.0$ m. The tank is to be moved to a corner of the room by pushing it along the floor with a force $F = 10.0$ N. The arm is free to rotate about a pivot point at the center of the tank. The angle between the arm and the vertical is θ as indicated in the drawing.

a) Derive an expression for the sensor height, h , above the horizontal tank bottom as a function of L , d , and θ .
 SOH : $\frac{h}{L} = \frac{x}{d}$
 $\cos \theta = \frac{x}{L}$
 $\cos \theta = \frac{d-x}{d}$
 $d \cos \theta = d - x$
 $d - L \cos \theta = h$



Problem 3: (5% of Assignment Value)
A spaceship is traveling at a velocity of $\vec{v}_0 = (21.9 \text{ m/s})\hat{i}$ when its rockets fire, giving it an acceleration of $\vec{a} = (2.42 \text{ m/s}^2)\hat{i} + (3.41 \text{ m/s}^2)\hat{j}$.

How fast, in meters per second, is the rocket moving 3.75 s after the rockets fire?

$$\vec{v}(t) = \vec{v}_0 + \vec{a}t$$

$$(21.9 - 15)\hat{i} + (2.42)\hat{i} + (3.41)(3.75)\hat{j}$$

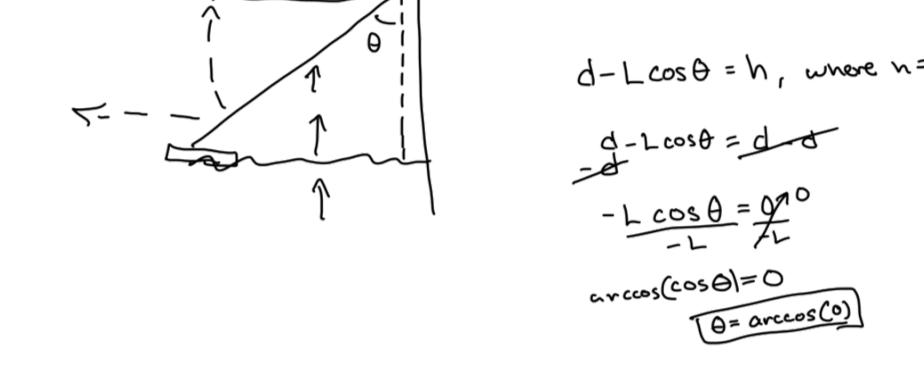
$$(21.9)\hat{i} + (2.42)(3.75)\hat{i} + (3.41)(3.75)\hat{j}$$

$$|\vec{v}(3.75)| = \sqrt{(21.9)^2 + (20.65)^2}$$

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$$|\vec{v}(3.75)| = 37.3109$$

b) Use logic to deduce the value, in degrees, of the angle θ when tank is full. No computation needed



c) Calculate the angle, in degrees, associated with a half-tank.

$$\begin{aligned} \theta - L \cos \theta &= h, \text{ where } h = \frac{1}{2}d \\ 0.132 - 0.703 \cos \theta &= \frac{0.432}{2} \\ 0.432 - 0.703 \cos \theta &= 0.216 \\ 0.703 \cos \theta &= 0.432 \\ \cos \theta &= \frac{0.432}{0.703} \\ \theta &= \arccos(\frac{0.432}{0.703}) \end{aligned}$$

d) Note that the arm is longer than the tank is deep, $L > d$. What angle, in degrees, is associated with an empty tank?



What direction is the acceleration of the stone?

Since a in this case is gravity, this means
 $a = g$, where $g = 9.81 \text{ m/s}^2$

Geometrically

Problem 10: (5% of Assignment Value)
A projectile is launched from ground at an angle of 30 degrees above the horizontal. Neglect air resistance and consider the motion from just after the moment it is launched to just before it lands on the ground.

a) When is the projectile's velocity equal to zero?

The projectile's velocity is composed of both horizontal and vertical. The horizontal component of velocity remains constant throughout the motion (since air resistance is neglected). The vertical component of velocity decrease at the projectile rises, reaching zero at the highest point, and then increases again (in downward direction) as the projectile falls back down.

At the highest point, vertical component, $v_y = 0$, so the total speed is just the horizontal velocity, v_x , which is the smallest speed during the motion. The speed is not zero here, but it is at its minimum since only the horizontal component remains.

At the highest point

c) When does the projectile's speed equal its launch speed?

Launch speed refers to the magnitude of the velocity at the moment of launch; since the projectile is launched at an angle, its initial speed consists of both a horizontal component v_x and a vertical component v_y . During its motion, the projectile's speed changes due to the influence of gravity on the vertical component of its velocity. However, air resistance is neglected, which means that gravity only affects the vertical component.

At launch [projectile's speed components]

$$v_x = v_0 \cos \theta \quad (\text{horizontal component})$$

$$v_y = v_0 \sin \theta \quad (\text{vertical component})$$

Total launch speed is $\sqrt{v_x^2 + v_y^2}$

At the highest point, the vertical velocity component is $v_y = 0$; so the speed is only the horizontal component, which is less than the launch speed.

Just before landing, the projectile's horizontal velocity is the same as it was at launch because there is no horizontal acceleration. The vertical velocity just before landing is equal in magnitude (but opposite in direction) to the vertical velocity at launch, because the projectile follows a symmetric path under influence of gravity.

Before landing [total speed]

$v = \sqrt{v_x^2 + v_y^2}$: the projectile's speed before landing is equal to its launch speed

.. The projectile's speed equals its launch speed just before landing on the ground.

d) After launch, when does the projectile's velocity equal its launch velocity?

The launch velocity vector is a vector quantity that has both magnitude (speed) and direction. At launch, the velocity is composed of a horizontal component, $v_x = v_0 \cos \theta$, which remains constant throughout the projectile's flight; a vertical component, $v_y = v_0 \sin \theta$, which changes due to acceleration.

Key points (points)

.. Symmetry of motion: Velocity vector just before landing is equal to its projectile's velocity at launch.

.. Projectile's velocity just before landing is equal to zero.

Just before landing: Vert. comp. is equal to 0. Total velocity is equal to launch velocity.

Just before landing: Vert. comp. is same as launch, but points downward.

Vert. comp. remaining the same; the total velocity vector is equal in magnitude and direction to the launch velocity.

Velocity components at launch and just before landing:

At launch:

$$v_{x0} = v_0 \cos \theta \quad v_{y0} = v_0 \sin \theta$$

Just before landing:

$$v_{x0} = v_0 \cos \theta \quad v_{y0} = -v_0 \sin \theta$$

Both velocities have the same magnitude, meaning the projectile's velocity just before landing equals its launch velocity.

.. The projectile's velocity is equal to its launch velocity just before landing on the ground.

Problem 5: (5% of Assignment Value)

A particle has a constant acceleration given by

$$\vec{a} = a_x \hat{i} + a_y \hat{j}$$

and initially, at $t = 0$, the particle is at rest at the origin.

a) What is the particle's position in Cartesian unit-vector notation as a function of time?

$$\int \vec{a} = \int a_x \hat{i} + a_y \hat{j}$$

$$\vec{v} = a_x \hat{i} + a_y \hat{j}$$

$$\int \vec{v} = \int (a_x \hat{i} + a_y \hat{j})$$

$$\vec{r} = a_x \left(\frac{1}{2} a_x t^2 \right) \hat{i} + a_y \left(\frac{1}{2} a_y t^2 \right) \hat{j}$$

b) What is the particle's position in Cartesian unit-vector notation as a function of time?

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

$$\vec{r} = \int (a_x \hat{i} + a_y \hat{j}) dt$$

$$\vec{r} = a_x \hat{i} + a_y \hat{j}$$

c) What is the particle's path, expressing the y -coordinate as a function of x ? Your expression will be independent of time.

$$x(t) = \frac{1}{2} a_x t^2 \rightarrow \frac{2x(t)}{a_x} = t^2$$

$$\frac{2x}{a_x} = t^2$$

Plugin t^2

$$y(t) = \frac{a_y}{2} \frac{t^2}{a_x} \rightarrow \frac{2y(t)}{a_y} = \frac{t^2}{a_x}$$

$$y(t) = \frac{a_y}{2} \frac{x}{a_x} = \frac{a_y}{2} x$$

Problem 5: (5% of Assignment Value)

Taking north to be the positive y direction and east to be the positive x direction, a particle's position is given by

$$r(t) = (31.7 \text{ m/s})\hat{i} + (6.79 \text{ m/s}^2)t^2 \hat{j}$$

a) In what direction is the particle travelling at $t = 0.0$?

$$\vec{v} = 31.7\hat{i} + 0.79\hat{j}$$

$$\vec{v}^2 = 31.7^2 + 0.79^2$$

$$v = 31.7^2 + 0.79^2$$

b) At what time, in seconds, is the particle travelling exactly northward?

$$\text{If } \vec{v} = 31.7\hat{i} + 0.79\hat{j}, \text{ then for } \sin(\alpha) =$$

$$\frac{31.7}{\sqrt{31.7^2 + 0.79^2}}$$

$$0.79 + \sqrt{31.7^2 + 0.79^2}$$

$$0.79 + \sqrt{31.7^2 + 0.79^2}$$