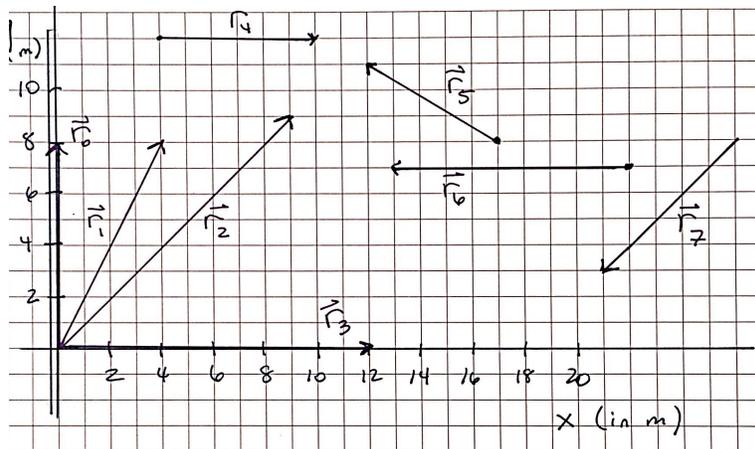


9/11 In Class Group Board 2 – Vector practice and Motion in 2D

For today, working on the board in groups, I will ask you to use column vectors. You may also use another method if you like, but I want everyone to get a chance to try using column vectors. In the future, you can use the method that works best for you.

1. Using the figure shown below, write vectors \vec{r}_0 through \vec{r}_7 as column vectors.



2. Using the results of the previous problem, evaluate the following: (please leave your answers as column vectors!)

(a) $\vec{d}_1 = \vec{r}_0 + \vec{r}_3$

(d) $\vec{d}_4 = \vec{r}_2 - \vec{r}_5$

(b) $\vec{d}_2 = \vec{r}_0 + \vec{r}_3 + \vec{r}_5$

(e) $\vec{d}_5 = 3\vec{r}_0 + 2\vec{r}_5$

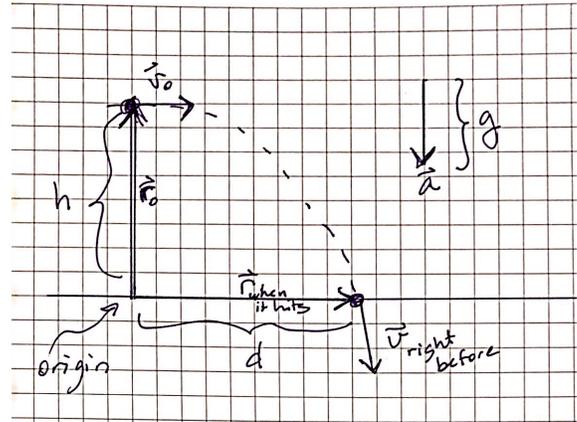
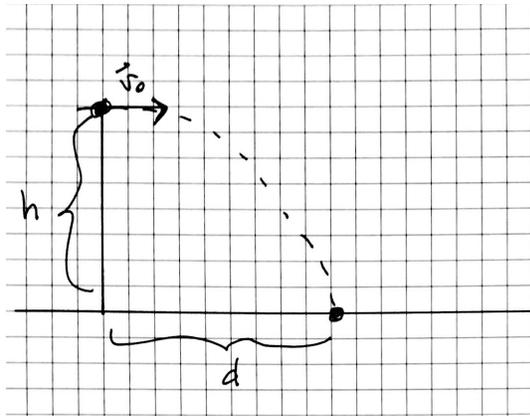
(c) $\vec{d}_3 = \vec{r}_2 + \vec{r}_5$

3. An object moves with an initial position given by $\vec{r}_0 = \begin{bmatrix} 15 \\ 8 \end{bmatrix}$ m and an initial velocity of

$\vec{v}_0 = \begin{bmatrix} 0 \\ 24 \end{bmatrix}$ m/s. The object undergoes a constant acceleration of $\vec{a} = \begin{bmatrix} 3 \\ -2 \end{bmatrix}$ m/s².

- (a) Write an expression for the velocity of the object as a function of time, using column vectors.
- (b) What is the object's velocity 2.0 seconds after the start?
- (c) Write an expression for the position as a function of time, using column vectors.
- (d) What is the position of the object 2.0s after the start?
4. An object has a velocity of 1.5 m/s at an angle of 20° above the horizontal. Write the velocity as a column vector.
5. Last time in class, we did a demo with a ball fired horizontally with an initial velocity of \vec{v}_0 from a height h . (The demo included the ball dropped straight down, but we won't analyze that here.) We can ask: how far did the ball go horizontally from the a point right under its starting position, d , and what was the ball's velocity right before it hit the ground \vec{v} . I would

draw a picture that looks like the first one: Then I would think about all the vectors I need to solve the kinematic equations, and I'd add them to my picture. (The second one.)



- (a) Using the magnitudes h , d , v_0 , g , write \vec{r}_0 , \vec{r} , \vec{v}_0 , and \vec{a} as column vectors.
 - (b) Now write both kinematic equations in their vector form. Then substitute in the vectors you wrote above.
 - (c) Given $v_0 = 5.0\text{m/s}$ and $h = 2.0\text{m}$, find the time it takes the ball to land
 - (d) Given $v_0 = 5.0\text{m/s}$ and $h = 2.0\text{m}$, find the horizontal distance traveled d .
 - (e) Given $v_0 = 5.0\text{m/s}$ and $h = 2.0\text{m}$, find the velocity of the ball just before it hits the ground.
6. A ball is thrown from a height of 12m with an initial velocity of 3.0m/s at an angle of 30° upward from horizontal.
- (a) Draw a picture and label vectors \vec{r}_0 and \vec{v}_0 . You can't draw \vec{r} until you know what time, or where, you will be asked about.
 - (b) How long does it take the ball to get to the top of its trajectory? How high above the ground is the top of the trajectory?
 - i. Now you can draw the \vec{r} that you would use to answer both of those questions. (You won't know the x-comp, but you won't need it. You can just call it x .)
 - ii. Draw the velocity vector, \vec{v} at the top. (Which is at the same time as the \vec{r} you just drew.)
 - iii. Write the kinematic equations. Write the vectors you will use to substitute into the kinematic equations. Practice using symbols till the very end. Plug in things like h and no numbers yet. (Except for zeros. Plug in the zeros!)
 - iv. Solve for the time to top and the height at the top.
 - (c) Using the same procedure, find the time it takes the ball to land.
 - (d) Find the horizontal distance the ball traveled (from the start).
 - (e) Find the ball's velocity just before it hits the ground.