

READING ASSIGNMENT FOR SEPTEMBER 11

SECTIONS 3.5 THROUGH 3.7

3.5 - Motion in Two Dimensions: Projectile Motion

- Projectile - object that moves in two dimensions, motion due to gravity
- The *components* of the initial velocity go into the equations
- Projectiles have uniform motion in x and free fall in y - this leads to the parabola as the trajectory
- The x and y motion are independent of each other

3.6 - Projectile Motion: Solving Problems

- Same idea as one-dimensional motion, but you have to keep track of twice as many variables
- The range of a projectile - how far away it lands.
- For launching at ground level, 45° gives the maximum range

3.7 - Circular Motion

- Just skim this for now. We'll return in more detail in chapter 6