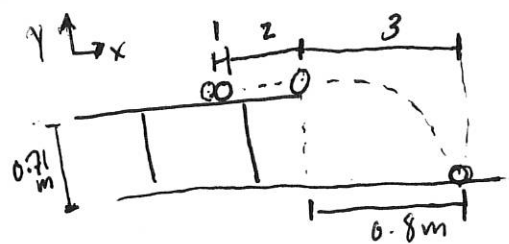


9/30 (some dm of 9/26 & 9/27)

1. Acceleration
2. Constant velocity Roll on table
3. Falling off table



1. Acceleration



$a = ?$   
 $a = 0 \text{ m/s}^2$   
 $v_0 = 0 \text{ m/s}$   
 $v_0 = 0 \text{ m/s}$   
 $v_f = ?$   
 $v_f = 0 \text{ m/s}$   
 $s_0 = 0 \text{ m}$   
 $s_0 = 0.71 \text{ m}$   
 $s_f = ?$   
 $s_f = 0.71 \text{ m}$   
 $t_f = 0.01 \text{ s}$   
 $t_0 = 0 \text{ s}$

2. Constant velocity Roll on the table



$a = 0 \text{ m/s}^2$   
 $a = 0 \text{ m/s}^2$   
 $v_0 = ?$   
 $v_0 = 0 \text{ m/s}$   
 $v_f = ?$   
 $v_f = 0 \text{ m/s}$   
 $s_0 = 0 \text{ m}$   
 $s_0 = 0.71 \text{ m}$   
 $s_f = 0.4 \text{ m}$   
 $s_f = 0.71 \text{ m}$   
 $t_0 = 0 \text{ s}$   
 $t_f = ?$

3. Acceleration Falling off the table



$a = 0 \text{ m/s}^2$   
 $a = -9.8 \text{ m/s}^2$   
 $v_0 = ?$   
 $v_0 = 0 \text{ m/s}$   
 $v_f = ?$   
 $v_f = ?$   
 $s_0 = 0 \text{ m}$   
 $s_0 = 0.71 \text{ m}$   
 $s_f = 0.8 \text{ m}$   
 $s_f = 0 \text{ m}$   
 $t_0 = 0 \text{ s}$   
 $t_f = ?$

We want to know the velocity with which the ball leaves the table in horizontal, x, direction

Looking at #3

$s(t)_x = s_0 + v_0 t + \frac{1}{2} a t^2$   
 $s(t)_x = s_{0x} + v_{0x} t_f + \frac{1}{2} a_x t_f^2 = s_{fx}$

$0.8 = 0 + v_{0x} t_f + \frac{1}{2} \cdot 0 \cdot t_f^2$   
 $0.8 = 0 + v_{0x} t_f$

need to find  $t_f$ !

Look to  $y$  to calculate  $t_f$

$s(t)_y = s_0 + v_0 t + \frac{1}{2} a t^2$   
 $s(t_f)_y = s_{0y} + v_{0y} t_f + \frac{1}{2} a_y t_f^2 = s_{fy}$   
 $0 = 0.71 + 0 \cdot t_f + \frac{1}{2} (-9.8) t_f^2$   
 $0 = 0.71 + (-4.9) t_f^2$   
 $-0.71 - 0.71$

$\frac{-0.71}{-4.9} = \frac{-4.9 t_f^2}{-4.9}$

$\sqrt{0.145} = \sqrt{t_f^2}$   
 $0.38 \text{ s} = t_f$

plug  $t_f$  into x eq

$0.8 = 0 + v_{0x} t_f$   
 $0.8 = v_{0x} \cdot 0.38$   
 $\frac{0.8}{0.38} = \frac{v_{0x} \cdot 0.38}{0.38}$

$2.1 \text{ m/s} = v_{0x}$  ← This is the initial x velocity (and the velocity it has the whole time)

Now we will draw a piecewise function Graph for this scenario (for both x and y)

1. Acceleration

2. Constant x velocity / Rolling on Table

3. Falling off the table

First we need to figure out a couple of things for x:

$$\textcircled{1} \quad s_0 = 0$$

$$s_f = 0 + 0.01 + \frac{1}{2} a (0.01)^2$$

$$a = \frac{2.1 \text{ m/s}}{0.01 \text{ s}} = 210 \text{ m/s}^2$$

$$s_f = \frac{1}{2} (210) (0.01)^2 = 0.01 \text{ m}$$

$$t_f = 0$$

$$t_0 = 0.01$$

$$\textcircled{2} \quad s_0 = 0.01 \text{ m}$$

$$s_f = 0.4 \text{ m}$$

$$t_0 = 0.01$$

$$t_f = \frac{0.39 \text{ m} + 0.01 \text{ s}}{2.1 \text{ m/s}} = 0.2 \text{ s}$$

$$\textcircled{3} \quad s_0 = 0.4 \text{ m}$$

$$s_f = 1.2 \text{ m}$$

$$t_0 = 0.2 \text{ s}$$

$$t_f = 0.38 + 0.2 = 0.58 \text{ s}$$

