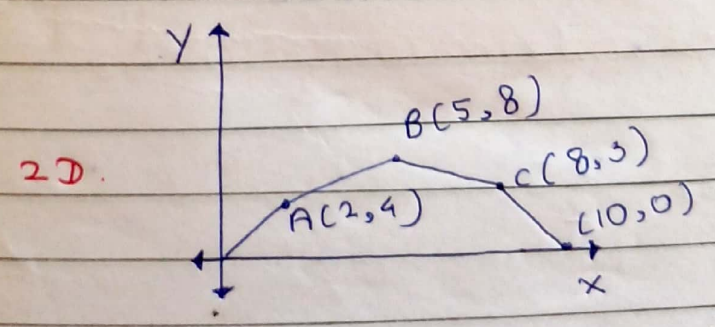
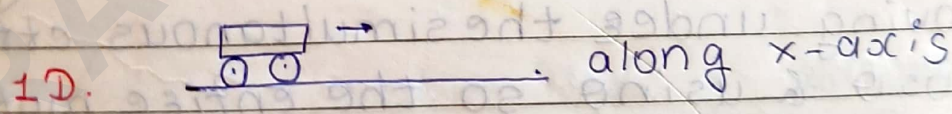


1. Motion In two Dimension

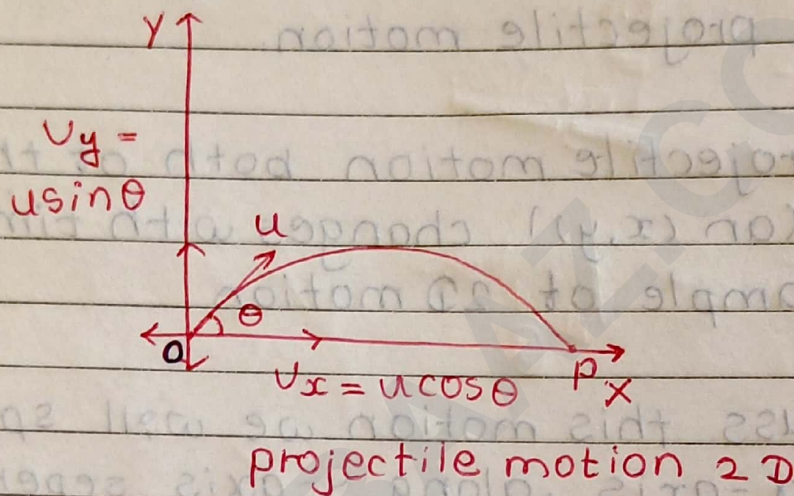
- When a body moves such that any of its two co-ordinate changes with time hence such a motion is known as 2D motion.
- For ex: ⇒ If a body is thrown at an angle θ with a horizontal then it will move in a parabolic path so such a motion is known as projectile motion.
- In a projectile motion both of the co-ordinate (an (x, y)) changes with time so its an example of 2D motion
- To discuss this motion we will split it along the x -axis, along y -axis seperately

Example:

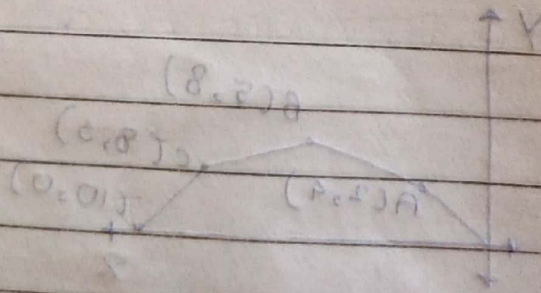


For the above discussion we can discuss projectile motion

* When a body is projected with an speed u at angle θ different result are as under.



→ From the above fig. it's clear that path is a parabola because body is moving under the simultaneous effect of $u \cos \theta$ & $u \sin \theta$ so the entire motion can be discussed as under.



* projectile motion

$$x$$
$$u_x = u \cos \theta$$

$$a_x = 0$$

$$v_x = u_x + a_x t \quad (\because a = 0)$$

$$\therefore v_x = \underline{u_x = u \cos \theta}$$

$$y$$

$$u_y = u \sin \theta$$

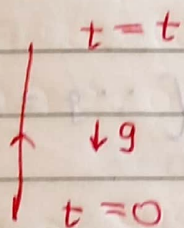
$$a_y = -g$$

$$v_y = u_y - gt$$

$$v_y = u \sin \theta - gt$$

$$\therefore \underline{v_y = u \sin \theta - gt}$$

* Time to reach x_{max}



$$t = \frac{v_y}{g} = \frac{u \sin \theta}{g}$$

* Total time of flight



$$t = \frac{2u_y}{g} = \frac{2u \sin \theta}{g}$$

* H max

$$V_y^2 = U_y^2 - 2gh$$

$$0 = U_y^2 - 2gh$$

$$h = \frac{U_y^2}{2g} = \frac{u^2 \sin^2 \theta}{2g}$$

$$\therefore h_{\max} = \frac{u^2 \sin^2 \theta}{2g}$$

* H_z. Range.

$$R = U_x t + \frac{1}{2} g t^2 \quad (\because g = 0)$$

$$R = U_x t$$

$$= U_x \cdot 2u \sin \theta$$

$$= \frac{u \cos \theta \cdot 2u \sin \theta}{g}$$

$$\therefore \text{Range} = \frac{u^2 \sin 2\theta}{g}$$

* Range is maximum at $\theta = 45^\circ$

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

and $H_{\max} = \frac{R_{\max}}{4}$

* Range is equal to θ & $(90-\theta)$ *

$$R_{\theta} = \frac{u^2 \sin 2\theta}{g} \quad \text{--- (1)}$$

$$R_{(90-\theta)} = \frac{u^2 \sin 2(90-\theta)}{g}$$

$$= \frac{2u \sin \theta}{g}$$

$$= \frac{u^2 \sin 2\theta}{g}$$

$$= \frac{u^2 \sin^2 \theta}{2g}$$

$$= \frac{u^2 \sin (180-2\theta)}{g}$$

$$\frac{u^2 \sin 2\theta}{g}$$

$$= \frac{u^2 \sin 2\theta}{g} \quad \text{--- (2)}$$

§

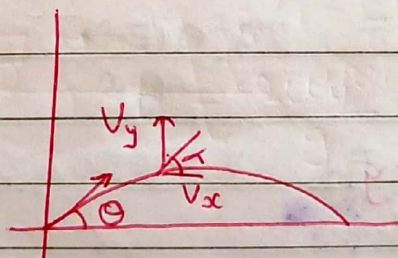
from (1) & (2)

$$R_{\theta} = R_{(90-\theta)}$$

* Velocities at time T & direction of motion.

§

Velocity



$$\vec{v} = v_x \hat{i} + v_y \hat{j}$$

$$\vec{v} = (u \cos \theta) \hat{i} + (u \sin \theta - gt) \hat{j}$$

* Speed of a projectile

$$|v| = \sqrt{u_x^2 + (u_y - gt)^2}$$

* Direction

$$\tan \alpha = \frac{u_y}{u_x} = \frac{u_y - gt}{u_x}$$

$$\alpha = \tan^{-1} \left(\frac{u_y - gt}{u_x} \right)$$

If a body is projected at angle of 30° with vertical then find the following.

(1) Small t , T (Total time), $u = 100 \text{ m/s}$

(2) H_{max}

(3) R

(4) R_{max}

(5) Velocity

(6) speed

(7) after 2 sec.

(8) $m = 2 \text{ kg}$ find its K.E. highest point.

$$\textcircled{1} t = \frac{u \sin \theta}{g}$$

$$= \frac{u \sin 60^\circ}{10}$$

$$= \frac{5 \times 100 \times \sqrt{3}}{10 \times 2}$$

$$= 5\sqrt{3} \text{ sec.}$$

$$\textcircled{2} T = 10\sqrt{3}$$

$$\textcircled{3} R = \frac{u^2 \sin 2\theta}{g} = \frac{100 \times 100 \times 2 \times \sin 60^\circ \times \cos 60^\circ}{g}$$

$$= \frac{5 \times 100 \times 100 \times \sqrt{3} \times 1}{10 \times 2 \times 2}$$

$$= 100 \times 5 \times \sqrt{3}$$

$$= 500\sqrt{3}$$

$$\textcircled{4} H_{\max} = \frac{u^2 \sin^2 \theta}{2g} = \frac{25 \times 5 \times 100 \times 100 \times 3}{2 \times 10 \times 2}$$

$$= 25 \times 15$$

$$= 375 \text{ m.}$$

\textcircled{5} Velocity after 2 sec =

$$\vec{V} = u \cos \theta \mathbf{i} + (u \sin \theta - gt) \mathbf{j}$$

$$= \left(100 \times \frac{\sqrt{3}}{2} \right) \mathbf{i} + \left(100 \times \frac{\sqrt{3}}{2} - 20 \right) \mathbf{j}$$

$$\vec{v} = 50\hat{i} + 50\sqrt{3}\hat{j} - 20\hat{j} \quad (1)$$

$$= \sqrt{(50)^2 + (50\sqrt{3} - 20)^2}$$

$$= \sqrt{2500 + (50\sqrt{3})^2 - 2 \times 50\sqrt{3} \times 20 + 400}$$

$$= \sqrt{2500 + 7500 \times 3 + 400 - 40 \times 50\sqrt{3}}$$

$$= \sqrt{5000 + 2500 + 7500 + 400 - 40 \times 50\sqrt{3}}$$

$$= \sqrt{10000 + 400 - 2000\sqrt{3}} \quad (2)$$

$$= \sqrt{10400 - 2000\sqrt{3}}$$

$$= \sqrt{10400 - 2000 \times 1.73} = \sqrt{10400 - 3560}$$

$$\textcircled{7} \text{ K.E.} = \frac{1}{2} (v \cos \theta)^2 \times m$$

$$= \left(\frac{100 \times 1}{2} \right)^2 \times 2 \times \frac{1}{2}$$

$$= \frac{100 \times 100}{4} \times 2 \times \frac{1}{2} \quad (2)$$

$$= 2500 \times 2 \times \frac{1}{2}$$

$$= 5000$$

$$= 2500$$

$$8. R_{max} = \frac{u^2}{g} = \frac{100 \times 100}{10} = 1000 = 1 \text{ km}$$

$$\text{Direction} = \frac{65}{50} = 1.3$$

Q2. It a terrorist firing a bullet with a machine gun with velocity u then how much area will be in his range

$$\begin{aligned} \text{Area} &= \pi R^2 \\ &= \pi \left(\frac{u^2}{g} \right)^2 \\ &= \frac{u^4 \pi}{g^2} \end{aligned}$$

3. On the planet of jadu the velocity at time t is given by $v = axi + (b - ct)j$ find the following.

- (i) t
- (ii) T
- (iii) H_{max}
- (iv) R
- (v) R_{max}

$$v = axi + (b - ct)j$$

$$0 = b - ct$$

$$\textcircled{1} \therefore t = \frac{b}{c}$$

$$\textcircled{2} T = \frac{2b}{c}$$

$$\textcircled{3} \text{ using } \theta = b$$

$$\text{accn.} = c$$

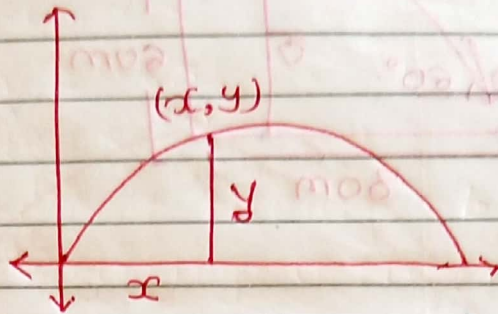
$$\therefore h_{\max} = \frac{b^2}{2c}$$

$$\textcircled{4} \text{ Range} = a_x \times t$$

$$= a_x \times \frac{2b}{c}$$
$$= \frac{2a_x b}{c} = \frac{2b^2}{c}$$

$$R = \frac{2u_x u_y}{g} = \frac{2ab}{c}$$

* x and y co-ordinate. & trajectory equation:



$$\textcircled{1} \quad x = u_x t + \frac{1}{2} a t^2$$

$$x = u_x t \quad \textcircled{1}$$

$$t = \frac{x}{u_x} = \frac{x}{u \cos \theta}$$

$$\textcircled{2} \quad y = u_y t - \frac{1}{2} g t^2$$

$$y = (u \sin \theta) t - \frac{1}{2} g t^2 \quad \textcircled{2}$$

$$= u \sin \theta \times \frac{x}{u \cos \theta} - \frac{1}{2} g \left(\frac{x}{u \cos \theta} \right)^2$$

trajectory eqⁿ

$$y = x \tan \theta - \frac{1}{2} \frac{g x^2}{u^2 \cos^2 \theta}$$

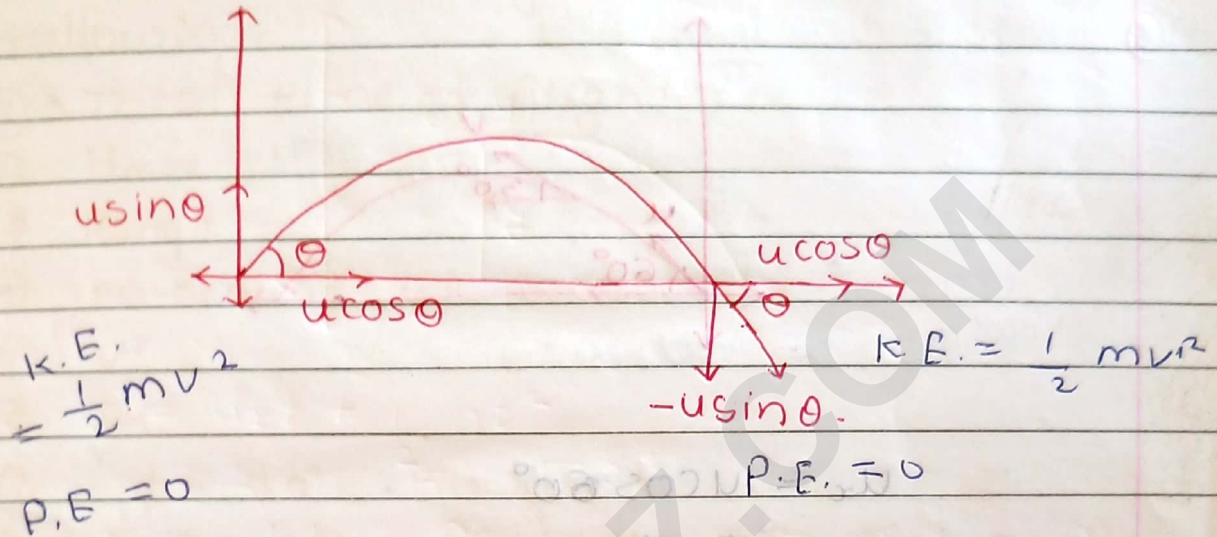
$$y = x \tan \theta \left(1 - \frac{1}{2} \frac{g x}{u^2 \tan \theta \times \cos \theta} \right)$$

$$= x \tan \theta \left(1 - \frac{1}{2} \frac{g x}{u^2 \sin \theta \times \cos \theta} \right)$$

$$= x \tan \theta \left(1 - \frac{x}{\frac{u^2 \sin \theta \times \cos \theta}{g}} \right)$$

$$y = x \tan \theta \left(1 - \frac{x}{R} \right)$$

The velocity of hitting the surface:



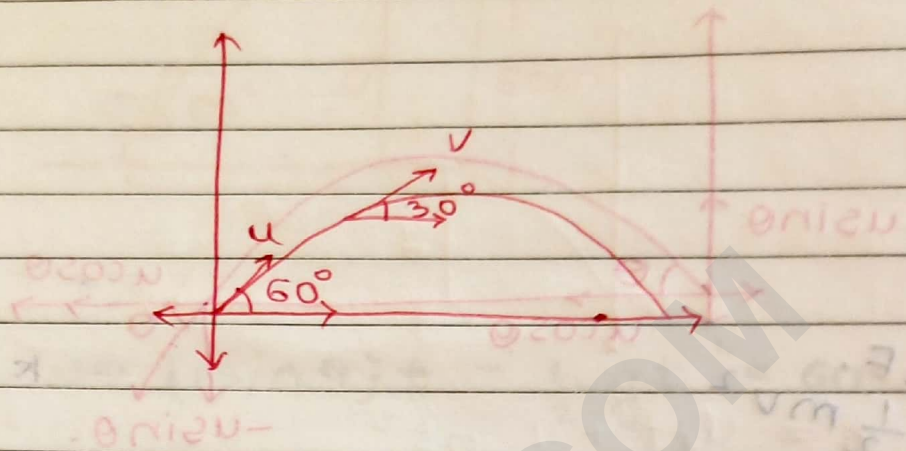
$$\frac{1}{2} m u^2 = \frac{1}{2} m v^2$$

$$u^2 = v^2$$

$$v = u$$

When a body is projected with speed u , then it will strike the ground with the same speed, because the total energy remains conserved.

Angle with horizontal when speed change:



$$u_x = u \cos 60^\circ$$
$$= u \times \frac{1}{2}$$

$$u_x = 50$$

$$v_x = v \cos 30^\circ$$

$$50 = \frac{v \sqrt{3}}{2}$$

$$v = 100\sqrt{3}$$

If a body is projected with initial speed $100\sqrt{2}$ m/s. at an angle of 45° . then find the following.

- ① Total time of flight
- ② H_{max}
- ③ Range
- ④ co-ordinate at 2-sec.
- ⑤ v'
- ⑥ α .
- ⑦ $\phi = 30^\circ$ $v_1 = ?$
- ⑧ mass 2kg find its K.E. = at top
- ⑨ velocity at 2 sec.
- ⑩ velocity at $\frac{1}{2}$ of maximum height.

$$\textcircled{3} R = \frac{u^2 \sin 2\theta}{g} = \frac{100 \times 100 \times \sin 90^\circ}{10} = \underline{\underline{20000 \text{ m}}}$$

$$\textcircled{2} \frac{u^2 \sin^2 \theta}{4g} = \frac{20000}{4} = 5000 \text{ m.}$$

$$\textcircled{1} T = \frac{2u \sin \theta}{g} = \frac{2 \times 100 \times \sqrt{2}}{10 \times \sqrt{2}} = \frac{20}{1} = 20 \text{ sec}$$

④ Co-ordinate at 2-sec.

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

$$= \left(\frac{100\sqrt{2}}{\sqrt{2}} \right) (2) i + \left(\frac{100}{\sqrt{2}} \right) t - 10(2) j$$

$$= (200) i + \left(\frac{100}{\sqrt{2}} - 20 \right) j$$

⑤

⑥

$$\alpha = 45^\circ$$

⑧

$$K.E. = \frac{1}{2} m v^2$$

$$= \frac{1}{2} \times 2 \times (100\sqrt{2})^2$$

$$= 100 \times 100 \times 2$$

$$K.E. = 20000 \text{ J}$$

⑦

$$\phi = 30^\circ \quad v_1 = ?$$

$$u_x = 100\sqrt{3} \cos 45^\circ$$

$$= 100\sqrt{3}$$

$$\sqrt{2}$$

$$= 50\sqrt{3} \times \sqrt{2}$$

$$\sqrt{2} \times 50\sqrt{3} = v \cos 30^\circ$$

$$\frac{2 \times 50\sqrt{3} \times \sqrt{2}}{\sqrt{3}} = \frac{v \sqrt{3}}{2}$$

$$100\sqrt{2} = v$$

⑩

$$v = 50\sqrt{2} \quad \& \quad -50\sqrt{2}$$

$$M.T.R. = \frac{u_y}{\sqrt{2}}$$

$$v = \sqrt{(100)^2 + \left(\frac{100}{\sqrt{2}}\right)^2}$$

$$= 100 \left(\sqrt{1 + \frac{1}{2}} \right)$$

$$= 100 \sqrt{\frac{3}{2}}$$

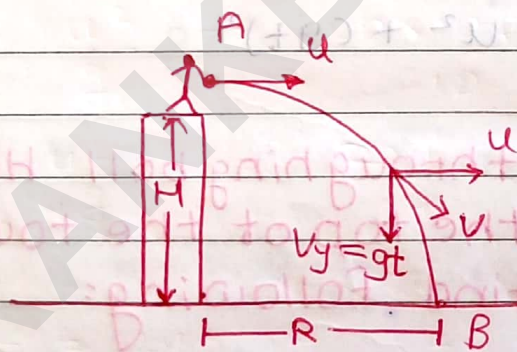
$$\text{No. of step} = \frac{2u^2h}{gb^2}$$

If we required velocity at certain height the x-component remains constant. but to calculate y-component we will use the 3rd eqⁿ of motion, which will give us v_y then we can calculate their speed by formula.

$$\sqrt{(v_{x0})^2 + (v_{y0})^2}$$

Projectile from height to ground:

When a body is projected from some height to the ground then this motion is known as projectile from height to ground.



$$u_{x0} = u \quad \text{--- ①}$$

$$u_{y0} = 0 \quad \text{--- ②}$$

$$a_x = 0$$

$$a_y = -g$$

$$\text{Trajectory eqⁿ} = \frac{1}{2} \frac{g x^2}{u^2}$$

$\frac{u^2 \sin^2 \theta}{g} = \frac{2H}{g}$

If we required to find the height of a projectile from the x-component of velocity which is constant but to calculate y-component we will use the eqn of motion which will give us the time we can calculate their formula.

$$H = \frac{1}{2} g t^2$$

$$t^2 = \frac{2H}{g}$$

$$t = \sqrt{\frac{2H}{g}}$$

$$R = u_x \times t$$

$$R = u \times \sqrt{\frac{2H}{g}}$$

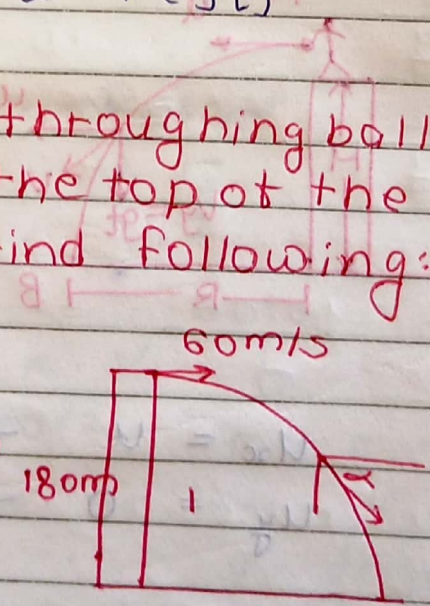
Velocity after time = height to which a projectile is projected from some height to which a projectile is projected from height to

$$\vec{v} = u\hat{i} + gt(-\hat{j}) = u\hat{i} - gt\hat{j}$$

$$|\vec{v}| = \sqrt{u^2 + (gt)^2}$$

Q A small boy throughing ball Horizontal direction from the top of the tower as shown in fig. find following:

- ① time
- ② Range
- ③ 2sec. velocity speed.
- ④ α



1 yaed = 3 feet.

$$\begin{aligned} \textcircled{1} \text{ Time} &= \sqrt{\frac{2H}{g}} \\ &= \sqrt{\frac{2 \times 180}{10}} \\ &= \sqrt{36} \end{aligned}$$

time = 6 sec.

$$\begin{aligned} \textcircled{2} \text{ Range} &= u \times t \\ &= 60 \times 6 \\ &= 360 \text{ m} \end{aligned}$$

$$\begin{aligned} 60 \times \sin 60^\circ &= 120 \text{ m} \\ g \times t &= 20 \text{ m} \end{aligned}$$

$$\textcircled{3} v = 120 \hat{i} + 20 \hat{j}$$

$$= \sqrt{(120)^2 + (20)^2}$$

$$= \sqrt{14400 + 400}$$

$$= \sqrt{14800} = 20\sqrt{10}$$

$$= \sqrt{400} = 20$$

$$\alpha = \frac{20}{60} = +\frac{1}{3}$$

④ Find the speed of striking ①

$$u = 60$$

$$gt = 60$$

$$v = 60i + 60j$$

$$= \sqrt{(60)^2 + (60)^2}$$

$$= \sqrt{3600 + 3600}$$

$$= \sqrt{7200}$$

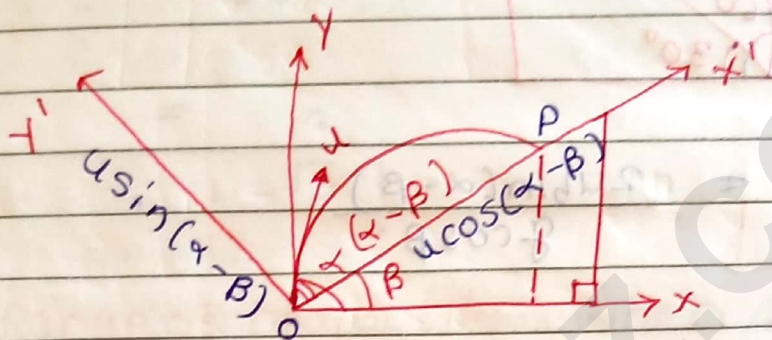
$$= \sqrt{3600 \times 2} = 60\sqrt{2}$$

$$\tan \alpha = \frac{60}{60}$$

$$\tan \alpha = 1$$

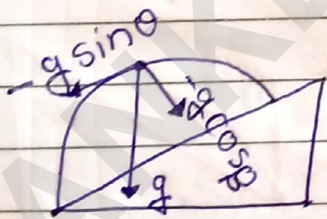
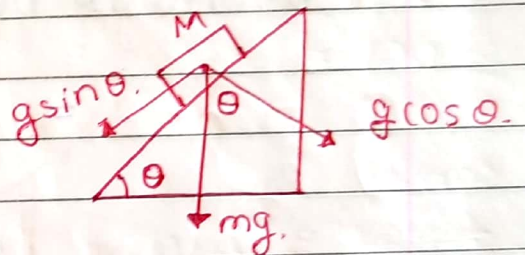
$$\therefore \alpha = 45^\circ$$

* If a body is projected at an angle α as shown in fig, we can discuss its motion under.



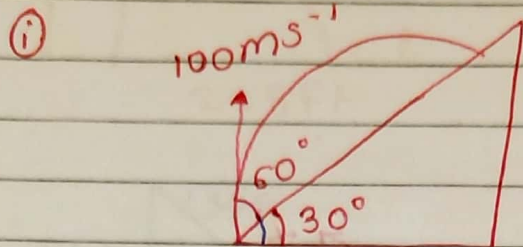
$$H_{net} = 0 \quad \text{--- (1)}$$

1. Time of Flight [OF].



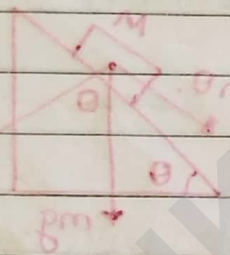
$$T = \frac{2uy}{a_y} = \frac{2u(\sin\alpha - \beta)}{g \cos\beta} \quad \text{--- (2)}$$

For the given projectile find the total time for the following projectile

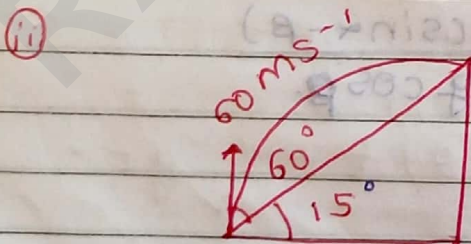


$$T = \frac{2u \sin(\alpha - \beta)}{g \cos \beta}$$

$$= \frac{2 \times 100 \sin(60^\circ - 30^\circ)}{10 \times \cos 30^\circ}$$



$$T = \frac{20}{\sqrt{3}}$$



$$T = \frac{2u \sin(\alpha - \beta)}{g \cos \beta}$$

$$= \frac{2 \times 60 \sin(60^\circ - 15^\circ)}{10 \times \cos(60^\circ - 15^\circ)}$$

45°
 15°

$$\cos(A-B)$$

$$= \cos A \times \cos B + \sin A \times \sin B.$$

$$= \frac{12 \times 1}{\sqrt{2}}$$

$$= \frac{12 \times 1}{\frac{1}{\sqrt{2}} (\sqrt{3}-1)\sqrt{2}}$$

$$= \frac{12}{\sqrt{3}+1}$$

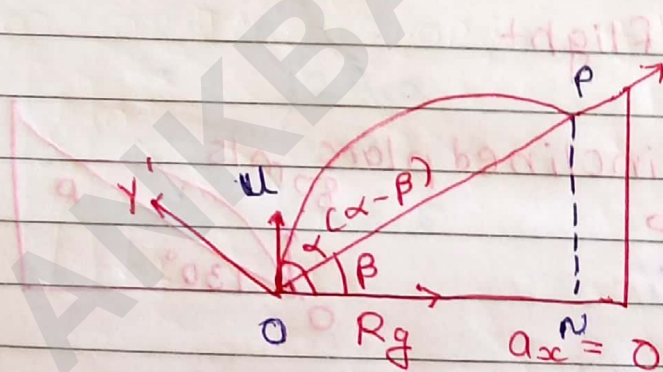
$$\cos(45-30)$$

$$= \cos 45^\circ \times \cos 30^\circ + \sin 45^\circ \times \sin 30^\circ$$

$$= \frac{1}{\sqrt{2}} \left(\frac{\sqrt{3}}{2} + \frac{1}{2} \right)$$

$$= \frac{1}{\sqrt{2}} (\sqrt{3}+1)$$

Range of projectile: When a body is thrown over an inclined plane then to calculate its range we can process as under:



$$0 = Rg \sin \beta = (u \cos \alpha) \times T + \frac{1}{2} \times 0 \times T^2$$

$$Rg = \frac{(u \cos \alpha) \times 2u \sin(\alpha - \beta)}{g \cos \beta}$$

$$Rg = \frac{2u^2 \cos \alpha \sin(\alpha - \beta)}{g \cos \beta}$$

$$OP = ?$$

$$OP = \frac{ON}{\cos \beta}$$

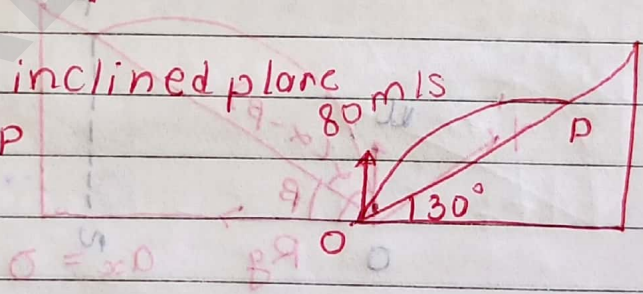
$$\cos \beta = \frac{ON}{OP}$$

$$OP = \frac{ON}{\cos \beta} = \frac{2u^2 \cos \alpha \sin(\alpha - \beta)}{g \cos^2 \beta}$$

$$OP = \frac{2u^2 \cos \alpha \sin(\alpha - \beta)}{g \cos^2 \beta}$$

For a given projectile motion find the following:

- ① Time of flight
- ② Rg.
- ③ Range OP



$$\text{Time} = \frac{2u \sin(\alpha - \beta)}{g \cos \beta}$$

$$= \frac{2 \times 80 \times \sin(60 - 30)}{10 \times \cos 30^\circ}$$

$$= \frac{16 \times 1}{\sqrt{3} \times 2}$$

$$= \frac{16}{\sqrt{3}}$$

$$Rg = u \cos \alpha \times T$$

$$= \frac{40}{\cancel{80} \times 2} \times \frac{16}{\sqrt{3}}$$

$$= \frac{40 \times 16}{\sqrt{3}}$$

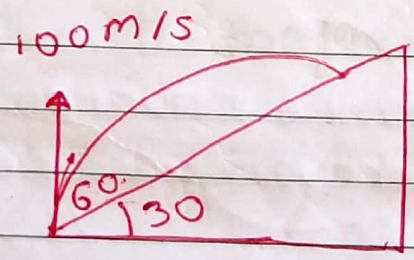
$$= \frac{640}{\sqrt{3}}$$

$$OP = \frac{ON}{\cos \beta}$$

$$= \frac{640 \times 2}{\sqrt{3} \times \sqrt{3}} \times \frac{u^2 (\sin(2\alpha - \beta) - \sin \beta)}{g \cos^2 \beta}$$

$$= \frac{1280}{3}$$

$$= 426.6$$



$$\text{Time} = \frac{2u \sin(\alpha - \beta)}{g \cos \beta} = \frac{2 \times 100 \sin 60^\circ \sqrt{3}}{10 \times \sqrt{3} \times 2}$$

$$= \frac{20}{\sqrt{3}}$$