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Objectives

Chapter 3

- **Distinguish** between a scalar and a vector.
- Add and subtract vectors by using the graphical method.
- Multiply and divide vectors by scalars.





Scalars and Vectors

- A scalar is a physical quantity that has magnitude but no direction.
 - Examples: speed, volume, the number of pages in your textbook
- A vector is a physical quantity that has both magnitude and direction.
 - Examples: displacement, velocity, acceleration
- In this book, scalar quantities are in *italics*. Vectors are represented by **boldface** symbols.





Section 1 Introduction to Vectors

Graphical Addition of Vectors

- A resultant vector represents the sum of two or more vectors.
- Vectors can be added graphically.



A student walks from his house to his friend's house (a), then from his friend's house to the school (b). The student's resultant displacement (c) can be found by using a ruler and a protractor.

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Section 1 Introduction to Vectors

Triangle Method of Addition

- Vectors can be moved parallel to themselves in a diagram.
- Thus, you can draw one vector with its tail starting at the tip of the other as long as the size and direction of each vector do not change.
- The resultant vector can then be drawn from the tail of the first vector to the tip of the last vector.





Section 1 Introduction to Vectors

Properties of Vectors

- Vectors can be added in any order.
- To subtract a vector, add its opposite.
- Multiplying or dividing vectors by scalars results in vectors.



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Objectives

- Identify appropriate coordinate systems for solving problems with vectors.
- Apply the Pythagorean theorem and tangent function to calculate the magnitude and direction of a resultant vector.
- Resolve vectors into components using the sine and cosine functions.
- Add vectors that are not perpendicular.



Section 2 Vector Operations

Coordinate Systems in Two Dimensions

- One method for diagraming the motion of an object employs vectors and the use of the x- and y-axes.
- Axes are often designated using fixed directions.
- In the figure shown here, the positive y-axis points north and the positive x-axis points east.





Determining Resultant Magnitude and Direction

- In Section 1, the magnitude and direction of a resultant were found graphically.
- With this approach, the accuracy of the answer depends on how carefully the diagram is drawn and measured.
- A simpler method uses the **Pythagorean theorem** and the **tangent function**.

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Section 2 Vector Operations

Determining Resultant Magnitude and Direction, continued

The Pythagorean Theorem

- Use the Pythagorean theorem to find the magnitude of the resultant vector.
- The Pythagorean theorem states that for any right triangle, the square of the hypotenuse—the side opposite the right angle—equals the sum of the squares of the other two sides, or legs.

$$c^2 = a^2 + b^2$$

 $(hypotenuse)^2 = (leg 1)^2 + (leg 2)^2$



Section 2 Vector Operations

Determining Resultant Magnitude and Direction, continued

The Tangent Function

- Use the tangent function to find the direction of the resultant vector.
- For any right triangle, the tangent of an angle is defined as the ratio of the opposite and adjacent legs with respect to a specified acute angle of a right triangle.



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Sample Problem

Finding Resultant Magnitude and Direction

An archaeologist climbs the Great Pyramid in Giza, Egypt. The pyramid's height is 136 m and its width is 2.30×10^2 m. What is the magnitude and the direction of the displacement of the archaeologist after she has climbed from the bottom of the pyramid to the top?



Section 2 Vector Operations

Sample Problem, continued

1. Define Given: $\Delta y = 136 \text{ m}$ $\Delta x = 1/2$ (width) = 115 m **Unknown:** $\theta = ?$ d=?**Diagram**: Choose the archaeologist's starting position as the origin of the coordinate

system, as shown above.



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Section 2 Vector Operations

Sample Problem, continued

2. Plan

Choose an equation or situation: The Pythagorean theorem can be used to find the magnitude of the archaeologist's displacement. The direction of the displacement can be found by using the inverse tangent function.

$$d^2 = \Delta x^2 + \Delta y^2$$
 $\tan \theta = \frac{\Delta y}{\Delta x}$

Rearrange the equations to isolate the unknowns:

$$d = \sqrt{\Delta x^2 + \Delta y}$$

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

Section 2 Vector Operations

Sample Problem, continued 3. Calculate

 $\theta = \tan^{-1} \left(\frac{\Delta y}{\Delta x} \right)$ $d = \sqrt{\Delta x^2 + \Delta y^2}$ $=\tan^{-1}\left(\frac{136 \text{ m}}{115}\right)$

$$d = \sqrt{(115 \text{ m})^2 + (136 \text{ m})^2}$$
 $\theta = \tan^{-1}$
 $d = 178 \text{ m}$ $\theta = 49.8^{\circ}$

$$d = 178 \text{ n}$$

Because d is the hypotenuse, the archaeologist's displacement should be less than the sum of the height and half of the width. The angle is expected to be more than 45° because the height is greater than half of the width.

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Resolving Vectors into Components

- You can often describe an object's motion more conveniently by breaking a single vector into two components, or resolving the vector.
- The components of a vector are the projections of the vector along the axes of a coordinate system.
- Resolving a vector allows you to analyze the motion in each direction.



Resolving Vectors into Components, continued

Consider an airplane flying at 95 km/h.

- The hypotenuse (v_{plane}) is the resultant vector that describes the airplane's total velocity.
- The adjacent leg represents the x component (v_x), which describes the airplane's horizontal speed.
- The opposite leg represents the *y* component (*v_y*), which describes the airplane's vertical speed.





Resolving Vectors into Components, continued

- The sine and cosine functions can be used to find the components of a vector.
- The sine and cosine functions are defined in terms of the lengths of the sides of right triangles.



Adding Vectors That Are Not Perpendicular

- Suppose that a plane travels first 5 km at an angle of 35°, then climbs at 10° for 22 km, as shown below. How can you find the total displacement?
- Because the original displacement vectors do not form a right triangle, you can not directly apply the tangent function or the Pythagorean theorem.



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Adding Vectors That Are Not Perpendicular, continued

- You can find the magnitude and the direction of the resultant by resolving each of the plane's displacement vectors into its x and y components.
- Then the components along each axis can be added together.



As shown in the figure, these sums will be the two perpendicular components of the resultant, d. The resultant's magnitude can then be found by using the Pythagorean theorem, and its direction can be found by using the inverse tangent function. Enc

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Sample Problem

Adding Vectors Algebraically

A hiker walks 27.0 km from her base camp at 35° south of east. The next day, she walks 41.0 km in a direction 65° north of east and discovers a forest ranger's tower. Find the magnitude and direction of her resultant displacement



Section 2 Vector Operations

Sample Problem, continued

1. Select a coordinate system. Then sketch and label each vector.

Given:

 $d_1 = 27.0 \text{ km}$ $\theta_1 = -35^\circ$ $d_2 = 41.0 \text{ km}$ $\theta_2 = 65^\circ$

Tip: θ_1 is negative, because clockwise movement from the positive x-axis is negative by convention.

Unknown:

d =

$$= ? \qquad \qquad \theta = ?$$





Section 2 Vector Operations

Sample Problem, continued

2. Find the x and y components of all vectors.

Make a separate sketch of the displacements for each day. Use the cosine and sine functions to find the components.

For day 1: $\Delta x_1 = d_1 \cos \theta_1 = (27.0 \text{ km})(\cos -35^\circ) = 22 \text{ km}^{y}$ $\Delta y_1 = d_1 \sin \theta_1 = (27.0 \text{ km})(\sin -35^\circ) = -15 \text{ km}^{y}$

For day 2: $\Delta x_2 = d_2 \cos \theta_2 = (41.0 \text{ km})(\cos 65^\circ) = 17 \text{ km}$ $\Delta y_2 = d_2 \sin \theta_2 = (41.0 \text{ km})(\sin 65^\circ) = 37 \text{ km}$







Sample Problem, continued

3. Find the x and y components of the total displacement.

 $\Delta x_{tot} = \Delta x_1 + \Delta x_2 = 22 \text{ km} + 17 \text{ km} = 39 \text{ km}$ $\Delta y_{tot} = \Delta y_1 + \Delta y_2 = -15 \text{ km} + 37 \text{ km} = 22 \text{ km}$

4. Use the Pythagorean theorem to find the magnitude of the resultant vector.

$$d^{2} = (\Delta x_{tot})^{2} + (\Delta y_{tot})^{2}$$
$$d = \sqrt{(\Delta x_{tot})^{2} + (\Delta y_{tot})^{2}} = \sqrt{(39 \text{ km})^{2} + (22 \text{ km})^{2}}$$
$$d = 45 \text{ km}$$

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Section 2 Vector Operations

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Sample Problem, continued

5. Use a suitable trigonometric function to find the angle.

$$\theta = \tan^{-1} \left(\frac{\Delta y}{\Delta x} \right) = \tan^{-1} \left(\frac{22 \text{ km}}{39 \text{ km}} \right)$$
$$\theta = 29^{\circ} \text{ north of east}$$

End Of Slid

Objectives

Chapter 3

- **Recognize** examples of projectile motion.
- **Describe** the path of a projectile as a parabola.
- Resolve vectors into their components and apply the kinematic equations to solve problems involving projectile motion.





Section 3 Projectile Motion

Projectiles

- Objects that are thrown or launched into the air and are subject to gravity are called projectiles.
- Projectile motion is the curved path that an object follows when thrown, launched,or otherwise projected near the surface of Earth.
- If air resistance is disregarded, projectiles follow parabolic trajectories.





Section 3 Projectile Motion

Projectiles, continued

- Projectile motion is free fall with an initial horizontal velocity.
- The yellow ball is given an initial horizontal velocity and the red ball is dropped. Both balls fall at the same rate.
 - In this book, the horizontal velocity of a projectile will be considered constant.
 - This would not be the case if we accounted for air resistance.





Section 3 Projectile Motion

Kinematic Equations for Projectiles

- How can you know the displacement, velocity, and acceleration of a projectile at any point in time during its flight?
- One method is to resolve vectors into components, then apply the simpler one-dimensional forms of the equations for each component.
- Finally, you can recombine the components to determine the resultant.



Kinematic Equations for Projectiles, *continued*

 To solve projectile problems, apply the kinematic equations in the horizontal and vertical directions.

Chapter 3

- In the vertical direction, the acceleration a_y will equal -g (-9.81 m/s²) because the only vertical component of acceleration is free-fall acceleration.
- In the horizontal direction, the acceleration is zero, so the velocity is constant.





Kinematic Equations for Projectiles, continued

- Projectiles Launched Horizontally
 - The initial vertical velocity is 0.
 - The initial horizontal velocity is the initial velocity.

Projectiles Launched At An Angle

- Resolve the initial velocity into x and y components.
- The initial vertical velocity is the y component.
- The initial horizontal velocity is the *x* component.



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Sample Problem

Projectiles Launched At An Angle

A zookeeper finds an escaped monkey hanging from a light pole. Aiming her tranquilizer gun at the monkey, she kneels 10.0 m from the light pole,which is 5.00 m high. The tip of her gun is 1.00 m above the ground. At the same moment that the monkey drops a banana, the zookeeper shoots. If the dart travels at 50.0 m/s,will the dart hit the monkey, the banana, or neither one?



Sample Problem, continued

1. Select a coordinate system.

The positive *y*-axis points up, and the positive *x*-axis points along the ground toward the pole. Because the dart leaves the gun at a height of 1.00 m, the vertical distance is 4.00 m.





Section 3 Projectile Motion

Sample Problem, continued

2. Use the inverse tangent function to find the angle that the initial velocity makes with the xaxis.

$$\theta = \tan^{-1} \left(\frac{\Delta y}{\Delta x} \right) = \tan^{-1} \left(\frac{4.00 \text{ m}}{10.0 \text{ m}} \right) = 21.8^{\circ}$$

Of



Sample Problem, *continued*

3 . Choose a kinematic equation to solve for time. Rearrange the equation for motion along the *x*-axis to isolate the unknown Δt , which is the time the dart takes to travel the horizontal distance.

$$\Delta x = (v_i \cos \theta) \Delta t$$
$$\Delta t = \frac{\Delta x}{v_i \cos \theta} = \frac{10.0 \text{ m}}{(50.0 \text{ m/s})(\cos 21.8^\circ)} = 0.215 \text{ s}$$

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Of

Section 3 Projectile Motion

Sample Problem, continued

4 . Find out how far each object will fall during this time. Use the free-fall kinematic equation in both cases.

For the banana, $v_i = 0$. Thus: $\Delta y_b = \frac{1}{2}a_y(\Delta t)^2 = \frac{1}{2}(-9.81 \text{ m/s}^2)(0.215 \text{ s})^2 = -0.227 \text{ m}$

The dart has an initial vertical component of velocity equal to v_i sin θ , so: $\Delta y_d = (v_i \sin \theta)(\Delta t) + \frac{1}{2}a_y(\Delta t)^2$ $\Delta y_d = (50.0 \text{ m/s})(\sin 21.8^\circ)(0.215 \text{ s}) + \frac{1}{2}(-9.81 \text{ m/s}^2)(0.215 \text{ s})^2$ $\Delta y_d = 3.99 \text{ m} - 0.227 \text{ m} = 3.76 \text{ m}$




Section 3 Projectile Motion

Sample Problem, continued

5 . Analyze the results.

Find the final height of both the banana and the dart.

 $y_{banana, f} = y_{b,i} + \Delta y_b = 5.00 \text{ m} + (-0.227 \text{ m})$

 $y_{banana, f} = 4.77 \text{ m above the ground}$

 $y_{dart, f} = y_{d,i} + \Delta y_d = 1.00 \text{ m} + 3.76 \text{ m}$

 $y_{dart, f} = 4.76 \text{ m above the ground}$

The dart hits the banana. The slight difference is due to rounding.

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Objectives

Chapter 3

- **Describe** situations in terms of frame of reference.
- Solve problems involving relative velocity.

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Section 4 Relative Motion

Frames of Reference

- If you are moving at 80 km/h north and a car passes you going 90 km/h, to you the faster car seems to be moving north at 10 km/h.
- Someone standing on the side of the road would measure the velocity of the faster car as 90 km/h toward the north.
- This simple example demonstrates that velocity measurements depend on the frame of reference of the observer.



Section 4 Relative Motion

Frames of Reference, continued

Consider a stunt dummy dropped from a plane.

- (a) When viewed from the plane, the stunt dummy falls straight down.
- (b) When viewed from a stationary position on the ground, the stunt dummy follows a parabolic projectile path.







Relative Velocity

- When solving relative velocity problems, write down the information in the form of velocities with subscripts.
- Using our earlier example, we have:
 - v_{se} = +80 km/h north (se = slower car with respect to Earth)
 - v_{fe} = +90 km/h north (fe = fast car with respect to Earth)
 - unknown = v_{fs} (fs = fast car with respect to slower car)
- Write an equation for v_{fs} in terms of the other velocities. The subscripts start with f and end with s. The other subscripts start with the letter that ended the preceding velocity:

•
$$\mathbf{V}_{fs} = \mathbf{V}_{fe} + \mathbf{V}_{es}$$



Section 4 Relative Motion

Relative Velocity, continued

- An observer in the slow car perceives Earth as moving south at a velocity of 80 km/h while a stationary observer on the ground (Earth) views the car as moving north at a velocity of 80 km/h. In equation form:
 - $V_{es} = -V_{se}$
- Thus, this problem can be solved as follows:
 - $\mathbf{V}_{fs} = \mathbf{V}_{fe} + \mathbf{V}_{es} = \mathbf{V}_{fe} \mathbf{V}_{se}$
 - $v_{fs} = (+90 \text{ km/h n}) (+80 \text{ km/h n}) = +10 \text{ km/h n}$
- A general form of the relative velocity equation is:
 - $V_{ac} = V_{ab} + V_{bc}$



Multiple Choice

Chapter 3

 Vector A has a magnitude of 30 units. Vector B is perpendicular to vector A and has a magnitude of 40 units. What would the magnitude of the resultant vector A + B be?

A. 10 units **B.** 50 units **C.** 70 units **D.** zero

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Multiple Choice

Chapter 3

 Vector A has a magnitude of 30 units. Vector B is perpendicular to vector A and has a magnitude of 40 units. What would the magnitude of the resultant vector A + B be?

A. 10 units **B.** 50 units **C.** 70 units **D.** zero

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- 2. What term represents the magnitude of a velocity vector?
 - F. accelerationG. momentumH. speedJ. velocity

End





- 2. What term represents the magnitude of a velocity vector?
 - F. accelerationG. momentumH. speedJ. velocity



Standardized Test Prep

Multiple Choice, continued

Use the diagram to answer questions 3–4.

3. What is the direction of the resultant vector A + B?

A. 15° above the *x*-axis
B. 75° above the *x*-axis
C. 15° below the *x*-axis
D. 75° below the *x*-axis



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Standardized Test Prep

Multiple Choice, continued

Use the diagram to answer questions 3–4.

3. What is the direction of the resultant vector A + B?

A. 15° above the *x*-axis
B. 75° above the *x*-axis
C. 15° below the *x*-axis
D. 75° below the *x*-axis



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Standardized Test Prep

Multiple Choice, continued

Use the diagram to answer questions 3–4.

4. What is the direction of the resultant vector A – B?

F. 15° above the *x*-axis
G. 75° above the *x*-axis
H. 15° below the *x*-axis
J. 75° below the *x*-axis



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Standardized Test Prep

Multiple Choice, continued

Use the diagram to answer questions 3–4.

4. What is the direction of the resultant vector A – B?

F. 15° above the *x*-axis
G. 75° above the *x*-axis
H. 15° below the *x*-axis
J. 75° below the *x*-axis



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Use the passage below to answer questions 5–6. A motorboat heads due east at 5.0 m/s across a river that flows toward the south at a speed of 5.0 m/s.

5. What is the resultant velocity relative to an observer on the shore ?

A. 3.2 m/s to the southeast
B. 5.0 m/s to the southeast
C. 7.1 m/s to the southeast
D. 10.0 m/s to the southeast



Use the passage below to answer questions 5–6. A motorboat heads due east at 5.0 m/s across a river that flows toward the south at a speed of 5.0 m/s.

5. What is the resultant velocity relative to an observer on the shore ?

A. 3.2 m/s to the southeast
B. 5.0 m/s to the southeast
C. 7.1 m/s to the southeast
D. 10.0 m/s to the southeast



Use the passage below to answer questions 5–6. A motorboat heads due east at 5.0 m/s across a river that flows toward the south at a speed of 5.0 m/s.

6. If the river is 125 m wide, how long does the boat take to cross the river?

F. 39 s **G.** 25 s **H.** 17 s **J.** 12 s



Use the passage below to answer questions 5–6. A motorboat heads due east at 5.0 m/s across a river that flows toward the south at a speed of 5.0 m/s.

6. If the river is 125 m wide, how long does the boat take to cross the river?

F. 39 s **G.** 25 s **H.** 17 s **J.** 12 s



7. The pilot of a plane measures an air velocity of 165 km/h south relative to the plane. An observer on the ground sees the plane pass overhead at a velocity of 145 km/h toward the north. What is the velocity of the wind that is affecting the plane relative to the observer?

A. 20 km/h to the north
B. 20 km/h to the south
C. 165 km/h to the north
D. 310 km/h to the south



7. The pilot of a plane measures an air velocity of 165 km/h south relative to the plane. An observer on the ground sees the plane pass overhead at a velocity of 145 km/h toward the north. What is the velocity of the wind that is affecting the plane relative to the observer?

A. 20 km/h to the north
B. 20 km/h to the south
C. 165 km/h to the north
D. 310 km/h to the south



8. A golfer takes two putts to sink his ball in the hole once he is on the green. The first putt displaces the ball 6.00 m east, and the second putt displaces the ball 5.40 m south. What displacement would put the ball in the hole in one putt?

F. 11.40 m southeast
G. 8.07 m at 48.0° south of east
H. 3.32 m at 42.0° south of east
J. 8.07 m at 42.0° south of east



8. A golfer takes two putts to sink his ball in the hole once he is on the green. The first putt displaces the ball 6.00 m east, and the second putt displaces the ball 5.40 m south. What displacement would put the ball in the hole in one putt?

F. 11.40 m southeast
G. 8.07 m at 48.0° south of east
H. 3.32 m at 42.0° south of east
J. 8.07 m at 42.0° south of east



Use the passage to answer questions 9-12.

A girl riding a bicycle at 2.0 m/s throws a tennis ball horizontally forward at a speed of 1.0 m/s from a height of 1.5 m. At the same moment, a boy standing on the sidewalk drops a tennis ball straight down from a height of 1.5 m.

9. What is the initial speed of the girl's ball relative to the boy?
A. 1.0 m/s
B. 1.5 m/s
C. 2.0 m/s
D. 3.0 m/s



Use the passage to answer questions 9-12.

A girl riding a bicycle at 2.0 m/s throws a tennis ball horizontally forward at a speed of 1.0 m/s from a height of 1.5 m. At the same moment, a boy standing on the sidewalk drops a tennis ball straight down from a height of 1.5 m.

9. What is the initial speed of the girl's ball relative to the boy?
A. 1.0 m/s
B. 1.5 m/s
D. 3.0 m/s



Use the passage to answer questions 9-12.

A girl riding a bicycle at 2.0 m/s throws a tennis ball horizontally forward at a speed of 1.0 m/s from a height of 1.5 m. At the same moment, a boy standing on the sidewalk drops a tennis ball straight down from a height of 1.5 m.

10. If air resistance is disregarded, which ball will hit the ground first? **F.** the boy's ball H. neither

G. the girl's ball

J. cannot be determined





Use the passage to answer questions 9-12.

A girl riding a bicycle at 2.0 m/s throws a tennis ball horizontally forward at a speed of 1.0 m/s from a height of 1.5 m. At the same moment, a boy standing on the sidewalk drops a tennis ball straight down from a height of 1.5 m.

10. If air resistance is disregarded, which ball will hit the ground first? **F.** the boy's ball H. neither

G. the girl's ball

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Use the passage to answer questions 9-12.

A girl riding a bicycle at 2.0 m/s throws a tennis ball horizontally forward at a speed of 1.0 m/s from a height of 1.5 m. At the same moment, a boy standing on the sidewalk drops a tennis ball straight down from a height of 1.5 m.

11. If air resistance is disregarded, which ball will have a greater speed (relative to the ground) when it hits the ground?
A. the boy's ball
B. the girl's ball
C. neither
D. cannot be determined



Use the passage to answer questions 9-12.

A girl riding a bicycle at 2.0 m/s throws a tennis ball horizontally forward at a speed of 1.0 m/s from a height of 1.5 m. At the same moment, a boy standing on the sidewalk drops a tennis ball straight down from a height of 1.5 m.

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C. neither
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Use the passage to answer questions 9-12.

A girl riding a bicycle at 2.0 m/s throws a tennis ball horizontally forward at a speed of 1.0 m/s from a height of 1.5 m. At the same moment, a boy standing on the sidewalk drops a tennis ball straight down from a height of 1.5 m.

12. What is the speed of the girl's ball when it hits the ground?
F. 1.0 m/s
G. 3.0 m/s
H. 6.2 m/s
J. 8.4 m/s



Use the passage to answer questions 9-12.

A girl riding a bicycle at 2.0 m/s throws a tennis ball horizontally forward at a speed of 1.0 m/s from a height of 1.5 m. At the same moment, a boy standing on the sidewalk drops a tennis ball straight down from a height of 1.5 m.

12. What is the speed of the girl's ball when it hits the ground?
F. 1.0 m/s
G. 3.0 m/s
H. 6.2 m/s
J. 8.4 m/s



Short Response

Chapter 3

13. If one of the components of one vector along the direction of another vector is zero, what can you conclude about these two vectors?

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Short Response

Chapter 3

13. If one of the components of one vector along the direction of another vector is zero, what can you conclude about these two vectors?

Answer: They are perpendicular.

Resources

Of

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Standardized Test Prep

Short Response, continued

14. A roller coaster travels 41.1 m at an angle of 40.0° above the horizontal. How far does it move horizontally and vertically?

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Short Response, continued

14. A roller coaster travels 41.1 m at an angle of 40.0° above the horizontal. How far does it move horizontally and vertically?

Answer: 31.5 m horizontally, 26.4 m vertically





Short Response, continued

15. A ball is thrown straight upward and returns to the thrower's hand after 3.00 s in the air. A second ball is thrown at an angle of 30.0° with the horizontal. At what speed must the second ball be thrown to reach the same height as the one thrown vertically?

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Short Response, continued

15. A ball is thrown straight upward and returns to the thrower's hand after 3.00 s in the air. A second ball is thrown at an angle of 30.0° with the horizontal. At what speed must the second ball be thrown to reach the same height as the one thrown vertically?

Answer: 29.4 m/s

End Of Slide


Extended Response

Chapter 3

16. A human cannonball is shot out of a cannon at 45.0° to the horizontal with an initial speed of 25.0 m/s. A net is positioned at a horizontal distance of 50.0 m from the cannon. At what height above the cannon should the net be placed in order to catch the human cannonball? Show your work.

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Extended Response

Chapter 3

16. A human cannonball is shot out of a cannon at 45.0° to the horizontal with an initial speed of 25.0 m/s. A net is positioned at a horizontal distance of 50.0 m from the cannon. At what height above the cannon should the net be placed in order to catch the human cannonball? Show your work.

Answer: 10.8 m



Extended Response, continued Read the following passage to answer question 17. Three airline executives are discussing ideas for developing flights that are more energy efficient. **Executive A:** Because the Earth rotates from west to east, we could operate "static flights"—a helicopter or airship could begin by rising straight up from New York City and then descend straight down four hours later when San Francisco arrives below. **Executive B:** This approach could work for one-way flights, but the return trip would take 20 hours.

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Extended Response, continued

Executive C: That approach will never work. Think about it. When you throw a ball straight up in the air, it comes straight back down to the same point.
Executive A: The ball returns to the same point because Earth's motion is not significant during such a short time.

17. State which of the executives is correct, and explain why.





Extended Response, continued

Chapter 3

17. State which of the executives is correct, and explain why.

Answer: Executive C is correct. Explanations should include the concept of relative velocity—when a helicopter lifts off straight up from the ground, it is already moving horizontally with Earth's horizontal velocity. (We assume that Earth's motion is constant for the purposes of this scenario and does not depend on time.)



Section 1 Introduction to Vectors

Graphical Addition of Vectors



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Section 2 Vector Operations

Adding Vectors That Are Not Perpendicular





Section 3 Projectile Motion

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Section 4 Relative Motion

Frames of Reference





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