

Phys. 105ASolution # 1

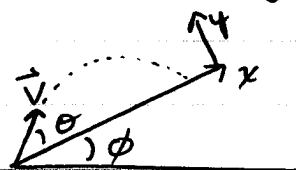
(1.19) 1) Since $\dot{\vec{r}} = \vec{v}$ and $\dot{\vec{v}} = \vec{a}$, we have

$$\frac{d}{dt} [\vec{a} \cdot (\vec{v} \times \vec{r})] = \dot{\vec{a}} \cdot (\vec{v} \times \vec{r}) + \vec{a} \cdot (\dot{\vec{v}} \times \vec{r}) + \vec{a} \cdot (\vec{v} \times \dot{\vec{r}})$$

But $\vec{v} \times \vec{v} = 0$, and $\vec{a} \times \vec{r}$ is orthogonal to \vec{a}

So only the first term remains.

(1.39) 2)



Relative to the axes on the ~~incline~~ inclined plane, the gravitational force has

components



$$F_x = -mg \sin \phi$$

$$F_y = -mg \cos \phi$$

Notice that these are independent of the initial velocity of the ball & hence independent of θ .

The initial velocity has components

$$v_x = v_0 \cos \theta, \quad v_y = v_0 \sin \theta$$

Solving $\vec{F} = m\vec{a}$ yields

$$x = v_x t + \frac{1}{2} a_x t^2 = v_0 (\cos \theta) t - \frac{1}{2} g (\sin \phi) t^2$$

$$y = v_y t + \frac{1}{2} a_y t^2 = v_0 t \sin \theta - \frac{1}{2} g t^2 \cos \phi$$

The ball lands when $y=0 \Rightarrow t_0 = \frac{2v_0 \sin \theta}{g \cos \phi}$

This corresponds to a distance

$$R = x(t_0) = \frac{2v_0^2 \sin \theta \cos \theta}{g \cos \phi} - \frac{2v_0^2 \sin^2 \theta \sin \phi}{g \cos^2 \phi}$$
$$= \frac{2v_0^2 \sin \theta}{g \cos^2 \phi} (\cos \theta \cos \phi - \sin \theta \sin \phi)$$

$$\Rightarrow R = \frac{2v_0^2 \sin \theta \cos(\theta + \phi)}{g \cos^2 \phi}$$

We now want to maximize this with respect to θ :

$$0 = \frac{d}{d\theta} [\sin \theta \cos(\theta + \phi)] = \cos \theta \cos(\theta + \phi) - \sin \theta \sin(\theta + \phi)$$
$$= \cos(2\theta + \phi)$$

$$\text{So } 2\theta + \phi = \frac{\pi}{2} \Rightarrow \theta = \frac{1}{2} \left(\frac{\pi}{2} - \phi \right)$$

$$\text{Now } \sin \theta \cos(\theta + \phi) = \sin \frac{1}{2} \left(\frac{\pi}{2} - \phi \right) \cos \frac{1}{2} \left(\frac{\pi}{2} + \phi \right)$$

$$= \sqrt{\frac{1 - \cos\left(\frac{\pi}{2} - \phi\right)}{2}} \sqrt{\frac{1 + \cos\left(\frac{\pi}{2} + \phi\right)}{2}}$$

$$= \frac{1}{2} (1 - \sin \phi)$$

~~So~~

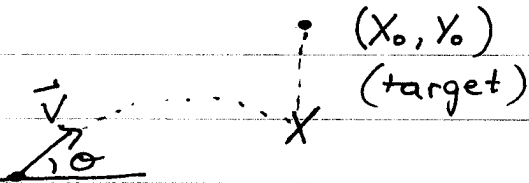
Since $\cos^2\phi = 1 - \sin^2\phi = (1 - \sin\phi)(1 + \sin\phi)$

We can write $R = \frac{(2v_0^2)^{\frac{1}{2}}(1 - \sin\phi)}{g \cos^2\phi}$

as

$$R = \frac{v_0^2}{g(1 + \sin\phi)}$$

3)



In order for the projectile to hit the target, their y coordinates must be equal at the instant that the projectile reaches X_0 . Thus

$$v_{0x}t = X_0 \quad (\text{no force in x direction})$$

$$v_{0y}t - \frac{1}{2}gt^2 = Y_0 - \frac{1}{2}gt^2$$

acceleration
same ~~force~~ acts on
both objects in y direction

$$\Rightarrow v_{0y}t = Y_0$$

Thus

$$\tan\theta = \frac{v_{0y}}{v_{0x}} = \frac{Y_0}{X_0}$$

You should aim where the target is at $t=0$!