# Physics 12 projectile lab: hints for lab write-up

This document provides some advice on how to answer and explain the questions that ask, "Does the graph support projectile motion theory?"

Those questions are:

## Data Table #1 (horizontal component of motion)

• Page 3, B (d): Referring to the d<sub>x</sub> vs t graph

#### Data Table #2 (vertical component of motion)

- Page 5, A (c): Referring to the d<sub>y</sub> vs t graph
- Page 5, B (b): Referring to the v<sub>y</sub> vs t graph

### Projectile motion theory - the following are the key points:

- In your lab, assuming that friction is negligible, the only forces acting on the puck after you released it are the force of gravity (Fg) and the Normal force (FN). Both those forces act in the vertical (y) direction. Therefore, net horizontal force = 0N (∑Fx = 0N), and the net vertical force is constant and non-zero (∑Fy ≠ 0N).
- Newton's 2<sup>nd</sup> Law is applicable to both the horizontal component and the vertical component.
  - $\circ$   $\Sigma F_x = ma_x = 0N$ , therefore  $a_x = 0 \text{ m/s}^2$
  - $\sum F_y = ma_y \neq 0N$ , therefore  $a_y = constant$  (non-zero)

#### For each of the 3 questions, discuss and explain the following 3 things (in a few sentences):

- State and explain the expected shape of the graph, and the theory supporting that expectation
  - There are 2 possible graph shapes in this lab:
    - Linear (straight line)
    - Parabolic (a curve that is described by the quadratic equation:  $0 = ax^2 + bx + c$ )
  - Here's an example of how to use theory to predict graph shape: For the horizontal position  $(d_x)$ vs time (t) graph: Since  $\sum F_x = 0N$ , we know that  $a_x = 0$  m/s<sup>2</sup>. Therefore  $v_x$  is constant. Since  $v_x$  is constant, and the slope of the position vs time graph represents velocity, the slope of the  $d_x$  vs t graph should be constant. Therefore, the  $d_x$  vs t graph is expected to be a straight line.
- State the actual shape of your graph
- State whether or not your graph shape is consistent with the expected shape (i.e. does it match the expected shape?).