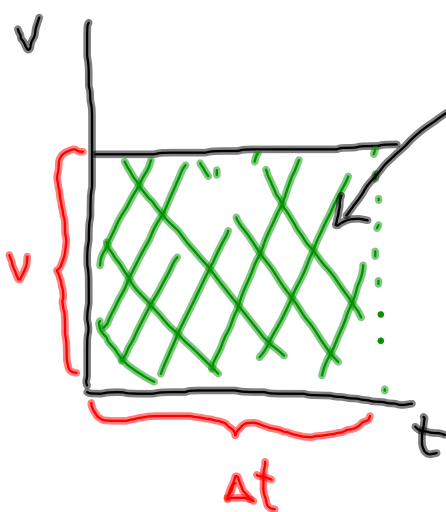


## Acceleration + Displacement

Consider the v-t graph for an object with constant velocity:



area of  
rectangle =  $b \times h$

$$\text{area} = v \Delta t$$

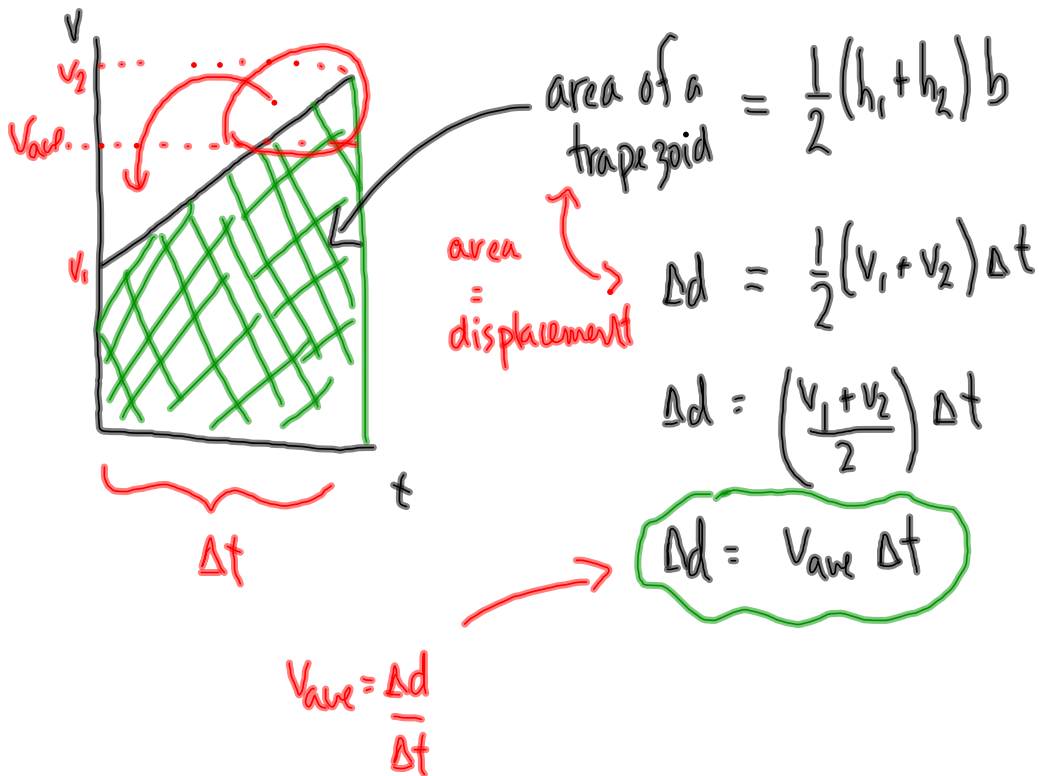
$$\text{area} = \Delta d$$

$$v = \frac{\Delta d}{\Delta t}$$

$$\Delta d = v \Delta t$$

\* Area under a v-t graph gives  
the displacement.

Consider the v-t graph for an object with constant acceleration:

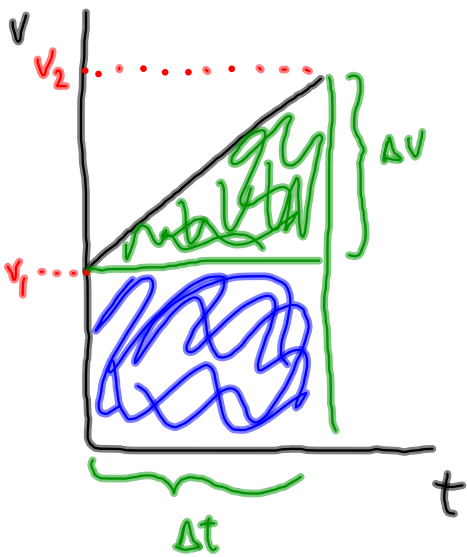


Every kinematics problem involving acceleration has 5 variables:  $v_1, v_2, a, \Delta t, \Delta d$ . If you know 3 of these, you can find the other two. EVERY kinematics problem can be solved using two BASIC equations:

Constant Velocity:  $v = \frac{\Delta d}{\Delta t}$  ①

Constant Acceleration:  $a = \frac{\Delta v}{\Delta t}$  ②

$V_{ave} = \frac{\Delta d}{\Delta t}$  ① where  $V_{ave} = \frac{v_1 + v_2}{2}$



$$\begin{aligned}
 \text{Area} &= \square + \triangle \\
 &= b \cdot h + \frac{1}{2}bh \\
 &= v_1 \Delta t + \frac{1}{2}(\Delta v)(\Delta t) \\
 &= v_1 \Delta t + \frac{1}{2}(a \Delta t)(\Delta t)
 \end{aligned}$$

recall:  
 $a = \frac{\Delta v}{\Delta t}$   
 $\Delta v = a \Delta t$

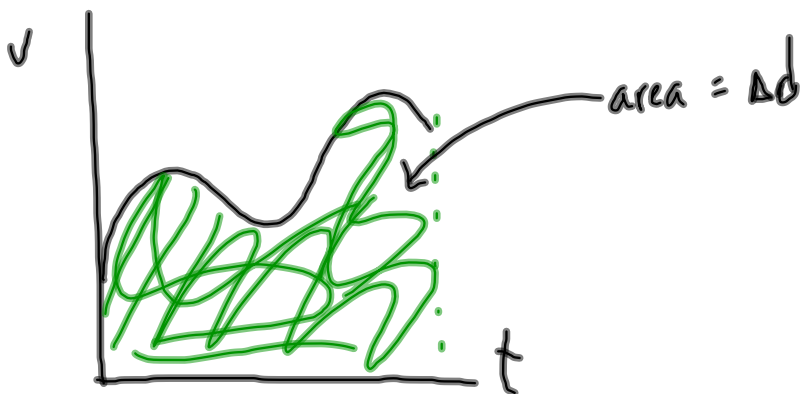
maybe useful equations

$$\Delta d = v_1 \Delta t + \frac{1}{2} a (\Delta t)^2$$

$$\Delta d = v_2 \Delta t - \frac{1}{2} a (\Delta t)^2$$

$$v_2^2 = v_1^2 + 2a \Delta d$$

What if:



RECAP:

Constant Velocity:  $v = \frac{\Delta d}{\Delta t}$

Constant Acceleration:  $a = \frac{\Delta v}{\Delta t}$  and  $v_{ave} = \frac{\Delta d}{\Delta t}$   
 $(\Delta v = v_2 - v_1)$        $(v_{ave} = \frac{v_1 + v_2}{2})$

Maybe useful:

$$\Delta d = v_1 t + \frac{1}{2} a t^2$$

$$\Delta d = v_2 t - \frac{1}{2} a t^2$$

$$v_2^2 = v_1^2 + 2 a \Delta d$$

mp/84

$$\vec{v}_1 = 8.3 \text{ m/s [down]} \quad \ominus$$

$$\Delta t = 6.9 \text{ s}$$

$$\Delta d = ?$$

$$\vec{a} = 9.8 \text{ m/s}^2 \text{ [down]} \quad \ominus$$

(implied) ↑ acceleration due to gravity

$$\Delta d = v_1 t + \frac{1}{2} a t^2$$

$$\Delta d = (-8.3 \text{ m/s})(6.9 \text{ s}) + \frac{1}{2} (-9.8 \text{ m/s}^2) (6.9 \text{ s})^2$$

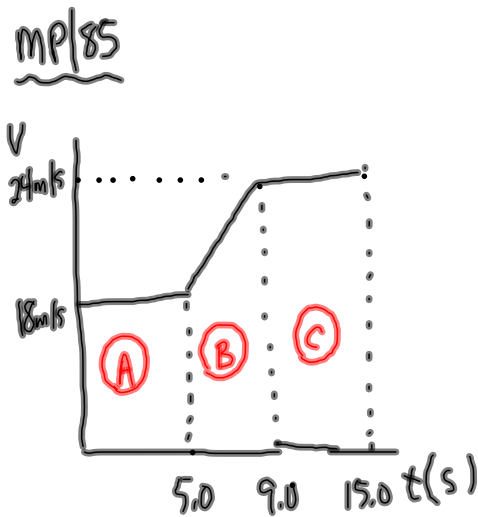
$$\Delta d = -57.27 \text{ m} - 233.53 \text{ m}$$

$$\Delta d = -290.80 \text{ m}$$

$$\Delta d = -2.9 \times 10^2 \text{ m}$$

$$\Delta \vec{d} = 2.9 \times 10^2 \text{ m [down]}$$

The height of the cliff is  $2.9 \times 10^2 \text{ m}$



$$\Delta d = ???$$

Section C - constant velocity

$$v = \frac{\Delta d}{\Delta t}$$

$$\Delta d = v \Delta t$$

$$\Delta d = (24 \text{ m/s})(6.0 \text{ s})$$

$$\Delta d = 144 \text{ m}$$

**TOTAL:**  $90 \text{ m} + 84 \text{ m} + 144 \text{ m}$

$$\Delta d = 318 \text{ m } [\vec{E}]$$

$$\Delta d \doteq 3.2 \times 10^2 \text{ m } [\vec{E}]$$

Section A - constant velocity

$$v = \frac{\Delta d}{\Delta t}$$

$$\Delta d = v \Delta t$$

$$\Delta d = (18 \text{ m/s})(5.0 \text{ s})$$

$$\Delta d = 90 \text{ m}$$

Section B ~ constant acc

$$v_{\text{ave}} = \frac{\Delta d}{\Delta t}$$

$$\Delta d = v_{\text{ave}} \Delta t$$

$$\Delta d = \left( \frac{v_1 + v_2}{2} \right) \Delta t$$

$$\Delta d = \left( \frac{18 \text{ m/s} + 24 \text{ m/s}}{2} \right) (4.0 \text{ s})$$

$$\Delta d = (21 \text{ m/s})(4.0 \text{ s})$$

$$\Delta d = 84 \text{ m}$$