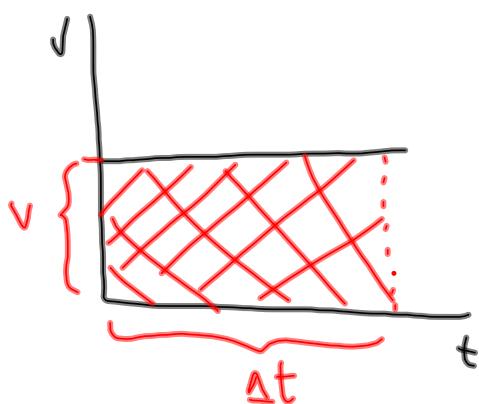


## Acceleration + Displacement

### Constant Velocity



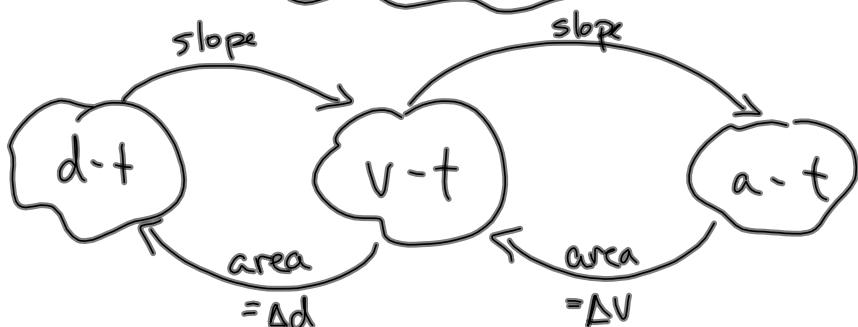
$$\text{Area of Rectangle} = l \times w$$

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

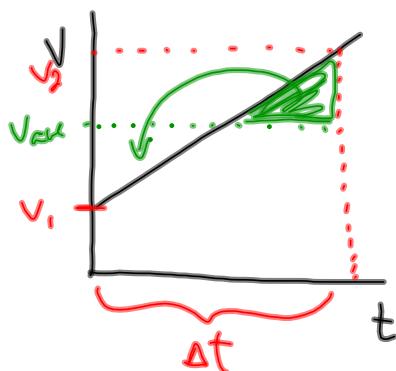
$$\text{Recall: } v = \frac{\Delta d}{\Delta t}$$

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

$\therefore \text{area } (v-t) = \Delta d$



## Non-Constant Velocity (Constant Acceleration)



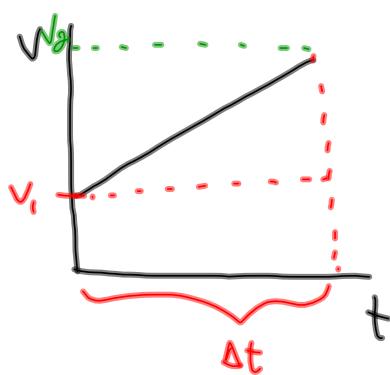
$$\text{area of trapezoid} = \frac{1}{2}(h_1 + h_2)b$$

$$\text{area} = \frac{1}{2}(V_1 + V_2)\Delta t$$

$$\text{area} = V_{\text{ave}} \Delta t$$

$$\Delta d = V_{\text{ave}} \Delta t \rightarrow V = \frac{\Delta d}{\Delta t}$$

$$\text{Where } V_{\text{ave}} = \frac{V_1 + V_2}{2}.$$



Maybe  
Useful

Another way:

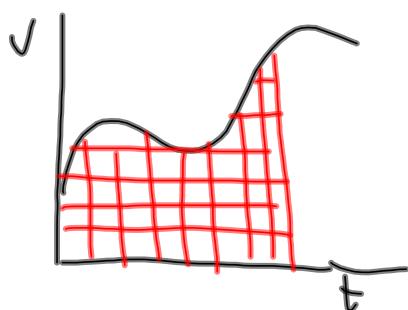
$$\text{area} = \text{area of } \square + \text{area of } \triangle$$

$$\Delta d = V_1 \Delta t + \frac{1}{2}a(\Delta t)^2$$

$$\Delta d = V_2 \Delta t - \frac{1}{2}a(\Delta t)^2$$

$$V_2^2 = V_1^2 + 2ad$$

What if the acceleration is not constant?



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

\*Count Squares!

MP184

$$\vec{v}_i = 8.3 \frac{\text{m}}{\text{s}} \text{ [down]} \quad (-)$$

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

$$\vec{\Delta d} = ?$$

$$\vec{a} = 9.81 \frac{\text{m}}{\text{s}^2} \text{ [down]} \quad (-)$$

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

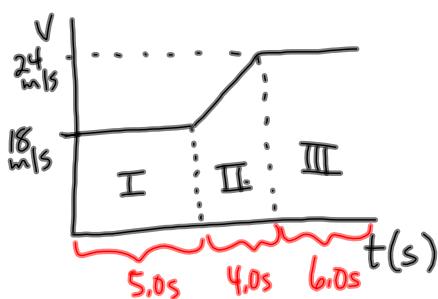
$$\Delta d = \left(-8.3 \frac{\text{m}}{\text{s}}\right)(6.9 \text{ s}) + \left(\frac{1}{2}\right) \left(-9.81 \frac{\text{m}}{\text{s}^2}\right) (6.9 \text{ s})^2$$

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

$$\Delta d = -290.79705 \text{ m}$$

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

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

MP|85Section I: (constant velocity)

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

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

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

$$\Delta d = 90 \text{ m} \quad (2 \text{ sd})$$

Section II (constant acceleration)

$$v_1 = 18 \text{ m/s}$$

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

$$v_2 = 24 \text{ m/s}$$

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

$$\Delta t = 4.0 \text{ s}$$

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

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

$$\Delta d = \left( 21 \frac{\text{m}}{\text{s}} \right) (4.0 \text{ s})$$

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

Section III (constant velocity)

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

Overall:

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

$$\Delta d = \left( 24 \frac{\text{m}}{\text{s}} \right) (6.0 \text{ s})$$

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

$$\begin{array}{r}
 90 \text{ m} \\
 84 \text{ m} \\
 + 144 \text{ m} \\
 \hline
 318 \text{ m}
 \end{array}$$

$3.2 \times 10^2 \text{ m}$

TO DO: PP|89 (not #5)