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 (1) *Velocity and acceleration are not always in the same direction; the acceleration (of gravity) always points down*
 (2) *$a \neq 0$ even at the highest point of a trajectory*

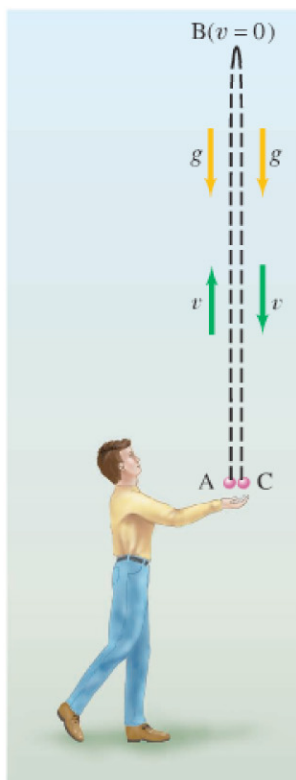


FIGURE 2-22 (Repeated for Examples 2-13, 2-14, and 2-15.)

Note the symmetry: the speed at any height is the same when going up as when coming down (but the direction is opposite)

We did not consider the throwing action in this Example. Why? Because during the throw, the thrower's hand is touching the ball and accelerating the ball at a rate unknown to us—the acceleration is *not* g . We consider only the time when the ball is in the air and the acceleration is equal to g .

Every quadratic equation (where the variable is squared) mathematically produces two solutions. In physics, sometimes only one solution corresponds to the real situation, as in Example 2-7, in which case we ignore the “unphysical” solution. But in Example 2-12, both solutions to our equation in t^2 are physically meaningful: $t = 0$ and $t = 3.06$ s.

CONCEPTUAL EXAMPLE 2-13 **Two possible misconceptions.** Give examples to show the error in these two common misconceptions: (1) that acceleration and velocity are always in the same direction, and (2) that an object thrown upward has zero acceleration at the highest point (B in Fig. 2-22).

RESPONSE Both are wrong. (1) Velocity and acceleration are *not* necessarily in the same direction. When the ball in Example 2-12 is moving upward, its velocity is positive (upward), whereas the acceleration is negative (downward). (2) At the highest point (B in Fig. 2-22), the ball has zero velocity for an instant. Is the acceleration also zero at this point? No. The velocity near the top of the arc points upward, then becomes zero (for zero time) at the highest point, and then points downward. Gravity does not stop acting, so $a = -g = -9.80$ m/s² even there. Thinking that $a = 0$ at point B would lead to the conclusion that upon reaching point B, the ball would stay there: if the acceleration (= rate of change of velocity) were zero, the velocity would stay zero at the highest point, and the ball would stay up there without falling. In sum, the acceleration of gravity always points down toward the Earth, even when the object is moving up.

EXAMPLE 2-14 **Ball thrown upward, II.** Let us consider again the ball thrown upward of Example 2-12, and make more calculations. Calculate (a) how much time it takes for the ball to reach the maximum height (point B in Fig. 2-22), and (b) the velocity of the ball when it returns to the thrower's hand (point C).

APPROACH Again we assume the acceleration is constant, so Eqs. 2-11 are valid. We have the height of 11.5 m from Example 2-12. Again we take y as positive upward.

SOLUTION (a) We consider the time interval between the throw ($t = 0$, $v_0 = 15.0$ m/s) and the top of the path ($y = +11.5$ m), $v = 0$, and we want to find t . The acceleration is constant at $a = -g = -9.80$ m/s². Both Eqs. 2-11a and 2-11b contain the time t with other quantities known. Let us use Eq. 2-11a with $a = -9.80$ m/s², $v_0 = 15.0$ m/s, and $v = 0$:

$$v = v_0 + at;$$

setting $v = 0$ and solving for t gives

$$t = -\frac{v_0}{a} = -\frac{15.0 \text{ m/s}}{-9.80 \text{ m/s}^2} = 1.53 \text{ s.}$$

This is just half the time it takes the ball to go up and fall back to its original position [3.06 s, calculated in part (b) of Example 2-12]. Thus it takes the same time to reach the maximum height as to fall back to the starting point.

(b) Now we consider the time interval from the throw ($t = 0$, $v_0 = 15.0$ m/s) until the ball's return to the hand, which occurs at $t = 3.06$ s (as calculated in Example 2-12), and we want to find v when $t = 3.06$ s:

$$v = v_0 + at = 15.0 \text{ m/s} - (9.80 \text{ m/s}^2)(3.06 \text{ s}) = -15.0 \text{ m/s.}$$

NOTE The ball has the same magnitude of velocity when it returns to the starting point as it did initially, but in the opposite direction (this is the meaning of the negative sign). Thus, as we gathered from part (a), the motion is symmetrical about the maximum height.