

FIGURE 3-19 Multiple-exposure photograph showing positions of two balls at equal time intervals. One ball was dropped from rest at the same time the other was projected horizontally outward. The vertical position of each ball is seen to be the same.

In the horizontal direction, on the other hand, there is no acceleration (we are ignoring air resistance). So the horizontal component of velocity, v_x , remains constant, equal to its initial value, v_{x0} , and thus has the same magnitude at each point on the path. The horizontal displacement is then given by $x = v_{x0}t$. The two vector components, $\vec{\mathbf{v}}_x$ and $\vec{\mathbf{v}}_y$, can be added vectorially at any instant to obtain the velocity \vec{v} at that time (that is, for each point on the path), as shown in Fig. 3-18.

One result of this analysis, which Galileo himself predicted, is that an object projected horizontally will reach the ground in the same time as an object dropped vertically. This is because the vertical motions are the same in both cases, as shown in Fig. 3-18. Figure 3-19 is a multiple-exposure photograph of an experiment that confirms this.

EXERCISE C Two balls having different speeds roll off the edge of a horizontal table at the same time. Which hits the floor sooner, the faster ball or the slower one?

If an object is projected at an upward angle, as in Fig. 3-20, the analysis is similar, except that now there is an initial vertical component of velocity, v_{v0} . Because of the downward acceleration of gravity, v_v gradually decreases with time until the object reaches the highest point on its path, at which point $v_y = 0$. Subsequently the object moves downward (Fig. 3–20) and v_y increases in the downward direction, as shown (that is, becoming more negative). As before, v_x remains constant.

Object projected upward

Horizontal motion

 $(a_x = 0, v_x = constant)$

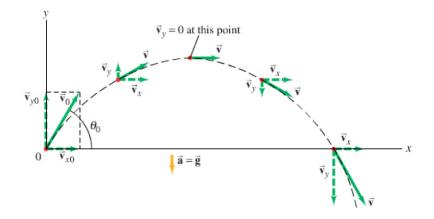


FIGURE 3-20 Path of a projectile fired with initial velocity \vec{v}_0 at angle θ to the horizontal. Path is shown in black, the velocity vectors are green arrows, and velocity components are dashed.