Name_____

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Freefall without drag

Consider the *vertical* motion of a basketball as described below.

- [0] At t = 0 seconds, it is moving straight *upwards* with a speed of 2.0 m/s. (Assume that it has long since left the hand of the person throwing it, and neglect any effect of air resistance throughout its motion.)
- [1] At some unknown time, it reaches it maximum height.
- [2] At some unknown time, it is moving *downwards* with a speed of 2.0 m/s, past the point at which it started its motion at t = 0 seconds.
- 1. Draw a motion diagram for the basketball described above.
- 2. Draw a velocity graph for the basketball, and scale the vertical *v* and horizontal *t* axes. What time did the basketball reach its highest height?
- 3. Determine the maximum height of the basketball, above the point at which it started its motion at t = 0 seconds. (*use the area under your graph*)
- 4. What is the slope of your v graph at each of the instances in time described above? Is the \pm sign of your slope consistent with the direction of your acceleration vector?
- 5. Find the total area bounded by your v graph from t = 0 seconds to when the basketball reaches it maximum height? What is the total area bounded by your v graph from t = 0 seconds to when the basketball falls downwards past its starting point?
- 6. On the same *v* graph that you have drawn on graph paper, show the motion of a basketball that just after released from rest, and allowed to fall downwards towards the floor.