A type 3 projectile is one which combine types 1 and 2, the projectile has a change in height (like type 1) and is launched on an angle (like type 2). It still has $V_{fy} = 0$ at the high point.

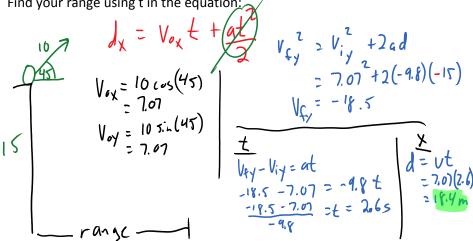


Easy way: find the final velocity in the y-direction for the projectile when It reaches the ground $\frac{2}{\sqrt{2}}$

After finding V_{fy} , then use it to find the time in the air

$$V_f - V_i = at$$

Find your range using t in the equation:



ALTERNATIVE METHOD:

A type iii projectile is a quadratic in terms of t

$$dy = V_{oy}t + \frac{a_{y}t^{2}}{2}$$

$$-15 = 7.07t + -\frac{a_{y}t^{2}}{2}$$

$$4.9t^{2} - 7.07t - 15 = 0$$

$$t = -5 + \sqrt{5^{2}-4ac}$$

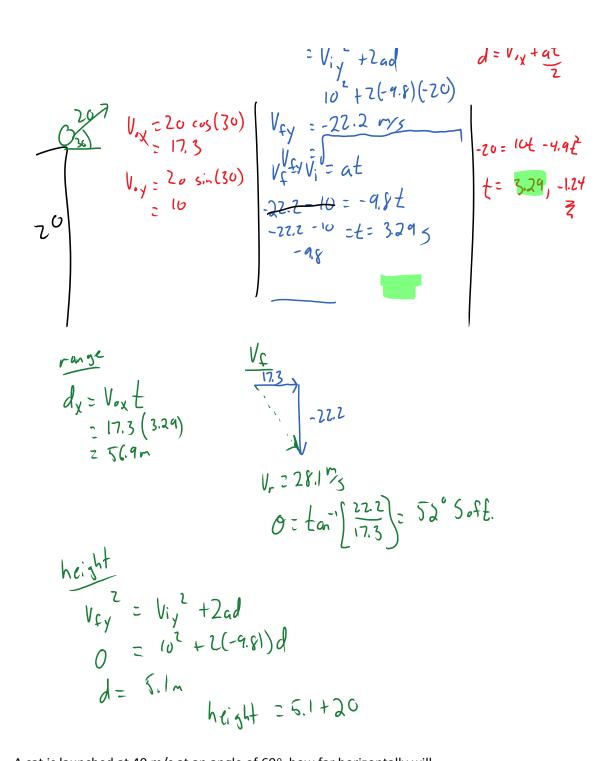
$$t = -5 + \sqrt{5^{2}-4ac}$$

$$t = -\frac{1}{2}$$

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$$t = -\frac{1}{2}$$

A cat is kicked at 20 m/s at 30° above horizontal off a 20 m high building, find the time it spends in the air, the range, the final velocity at impact, max height (from ground) and velocity at the high point.
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A cat is launched at 40 m/s at an angle of 60°, how far horizontally will it be displaced when reaching height 10 m?

$$\frac{V_{0X} = 40 \cos 60 = 26}{V_{0X} = 40 \sin 60 = 35}$$

$$\frac{1}{10} = \frac{1}{10} = \frac{1$$