

Exercise 1.3.1

Fig. 3.7 thru Fig. 3.9 involves zero-gravity collisions of point masses $M_1=7$ and $M_2=1$ with initial positions $(y_1^{(IN)}=3, y_2^{(IN)}=1)$ and initial velocities $(v_1^{(IN)}=-1, v_2^{(IN)}=-1)$.

In Fig. 3.9 the mass $M_1=7$ has Bang-1 off a floor at $y=0$ and M_2 bounces between the ceiling and M_1 . After Bang-1 the floor opens so both masses are free to fall thru indefinitely.

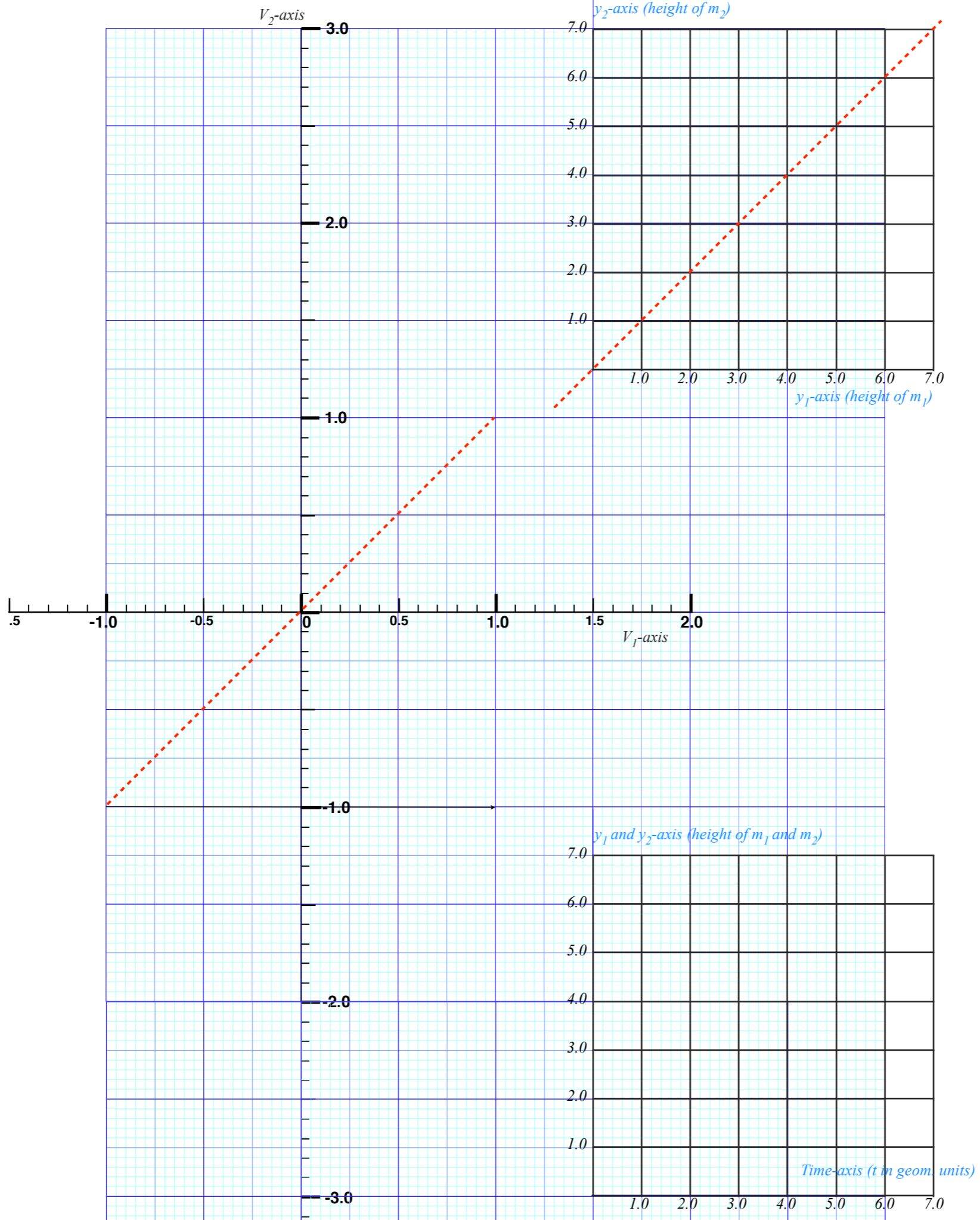
Use attached or similar Cartesian coordinate graph-paper to plot exercise results.

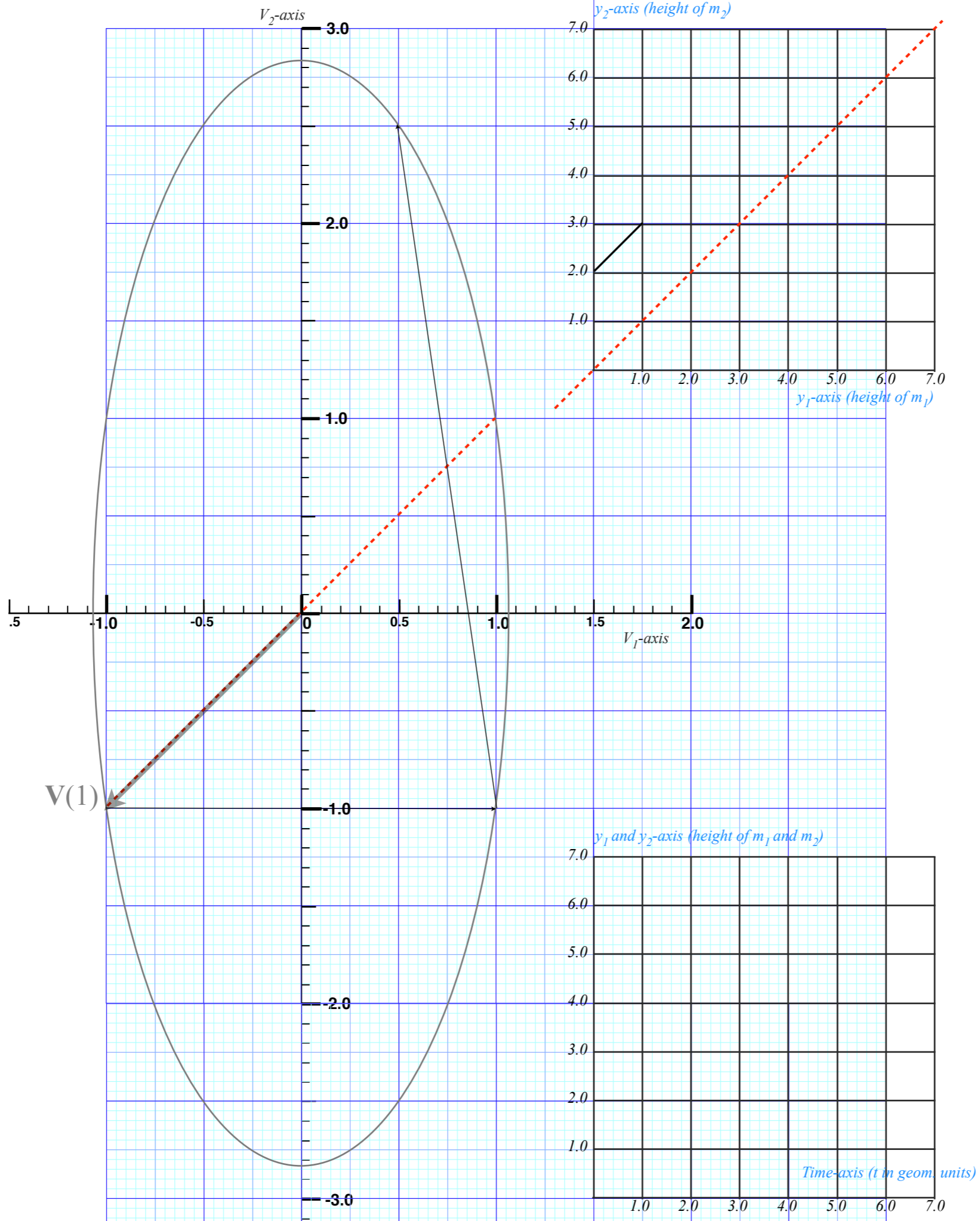
- (a) Continue Fig. 3.9 for three or more collisions using same ceiling *height*=7.0 until a “game-over” point where the last possible M_1 - M_2 collision occurs (well outside (y_1, y_2) -graph.)
- (b) Plot that final $(v_1^{(FIN)}=?, v_2^{(FIN)}=?)$ vector at game-over.
- (b) Where in space-space $(y_1^{(FIN)}=?, y_2^{(FIN)}=?)$ do they last collide?
- (c) When?

Exercise 1.4.1

Use attached or similar Polar coordinate (V_1, V_2) Estrangian graph-paper to plot velocities of Ex. 1.3.1.

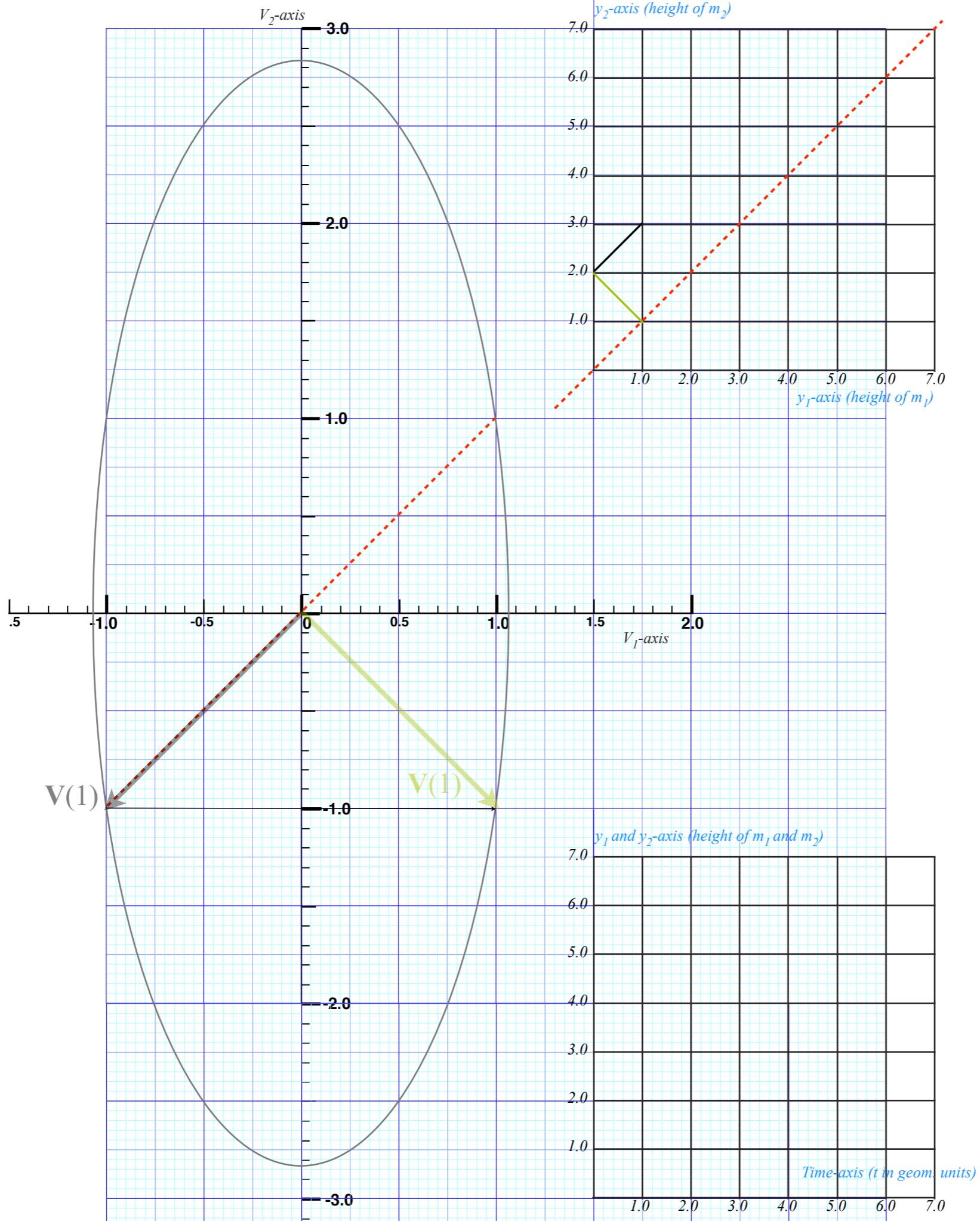
- (a) Use the matrix techniques detailed in equations (4.1) thru (4.5) to calculate velocities of Ex. 1.3.1.
- (b) Use the matrix techniques detailed in equations (4.9) thru (4.13) to calculate Estrangian velocities.
- (c) Redraw collisions of Ex. 1.3.1 as Estrangian (V_1, V_2) plots of Fig. 4.2(b) up to “game-over” point.
- (d) Open-ended question) Is it possible to plot spatial position using Estrangian techniques?





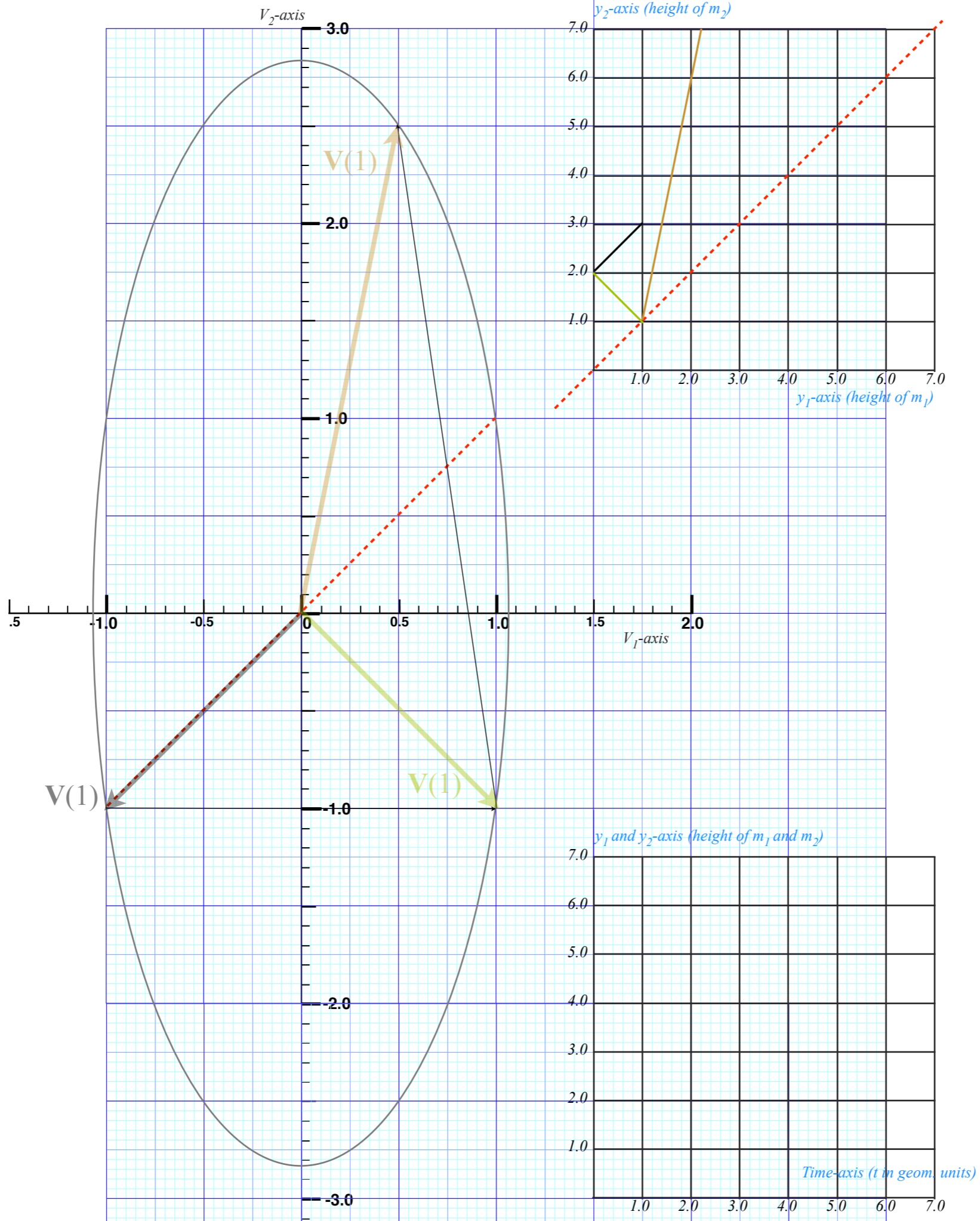
<u>Ellipse radius 1</u>	<u>Ellipse radius 2</u>
$a_1 = \sqrt{2KE/M_1}$	$a_2 = \sqrt{2KE/M_1}$
$= \sqrt{2KE/7}$	$= \sqrt{2KE/1}$
$= \sqrt{8/7}$	$= \sqrt{8/1}$
$= 1.07$	$= 2.83$

*Collisions for
mass ratio
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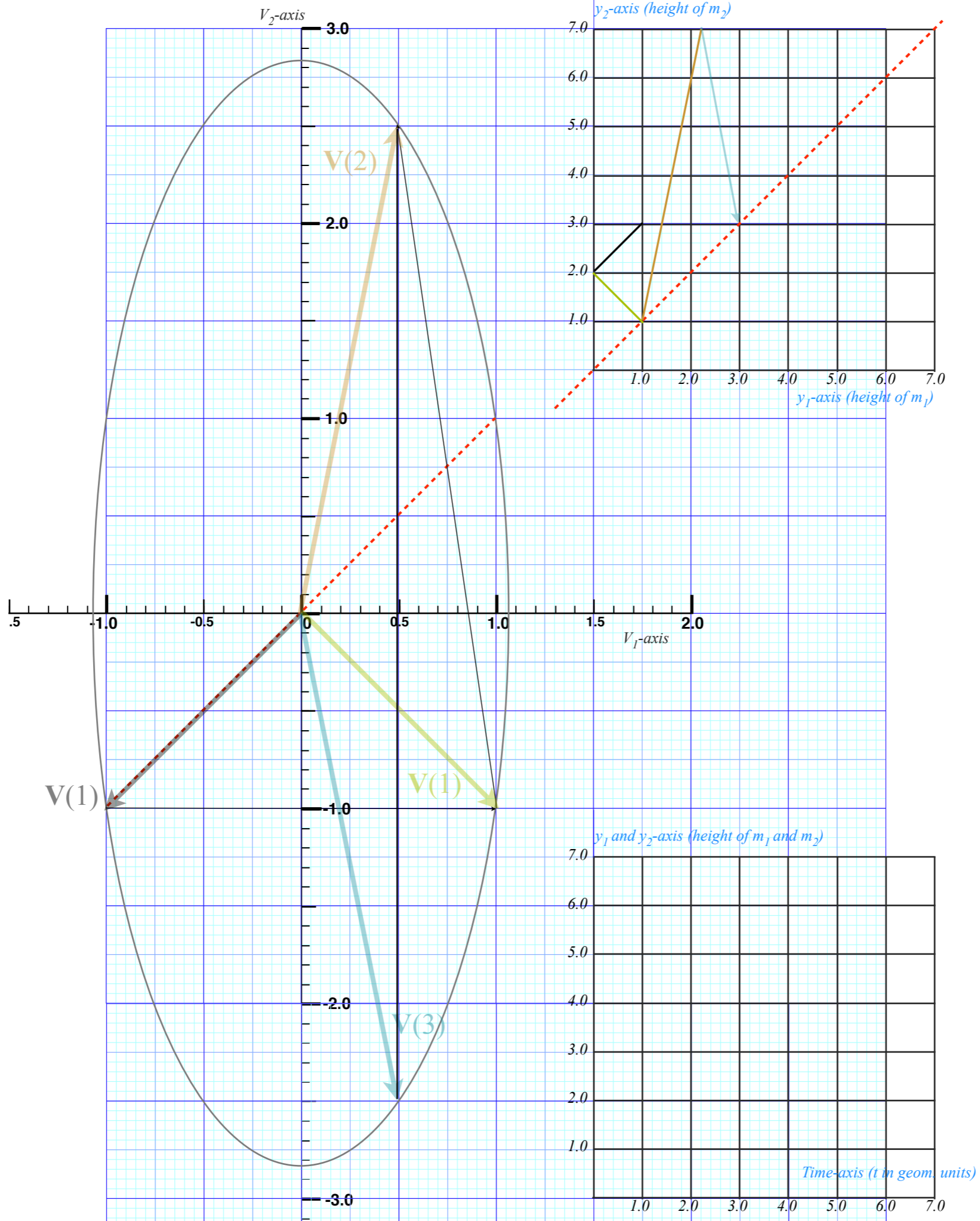
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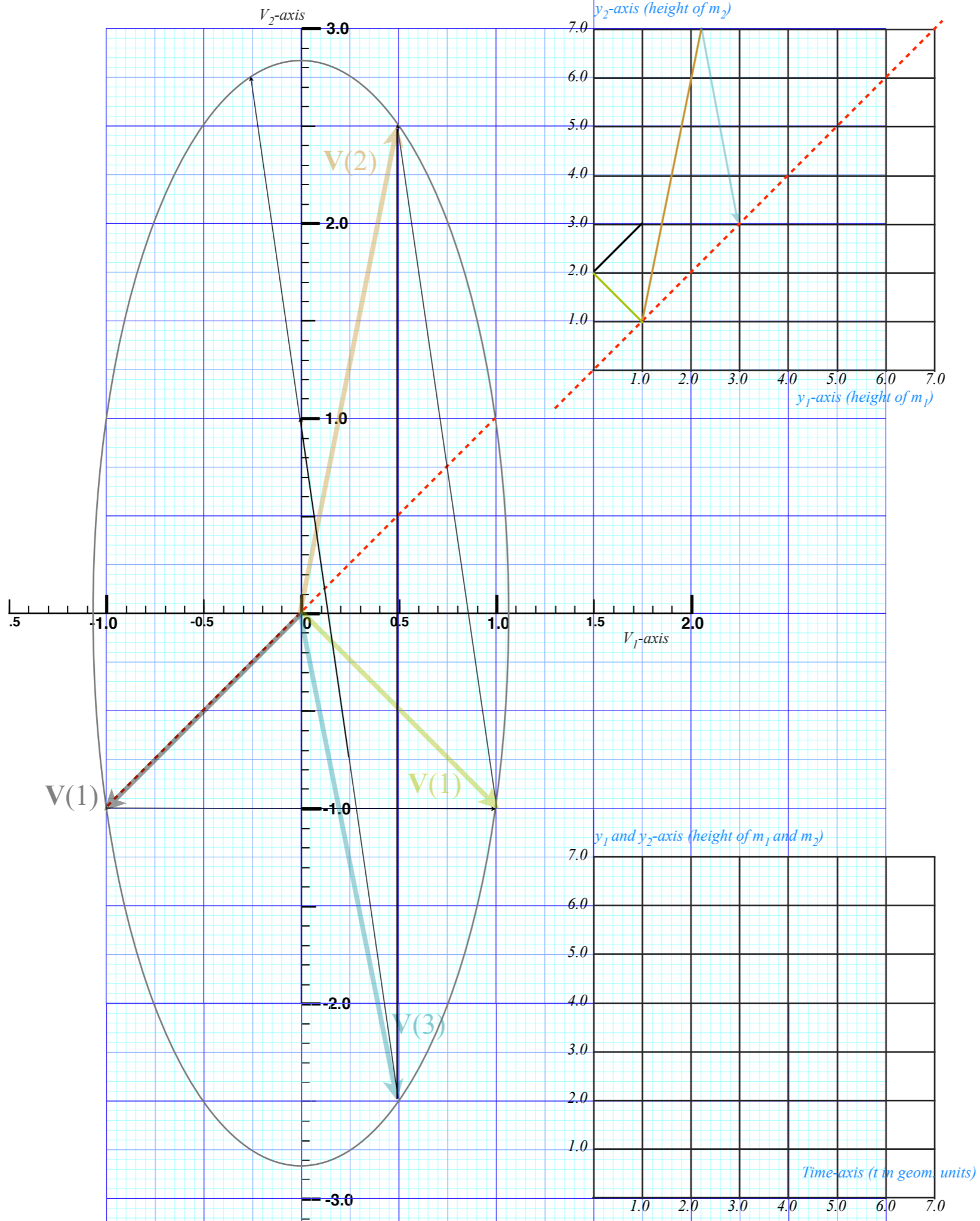
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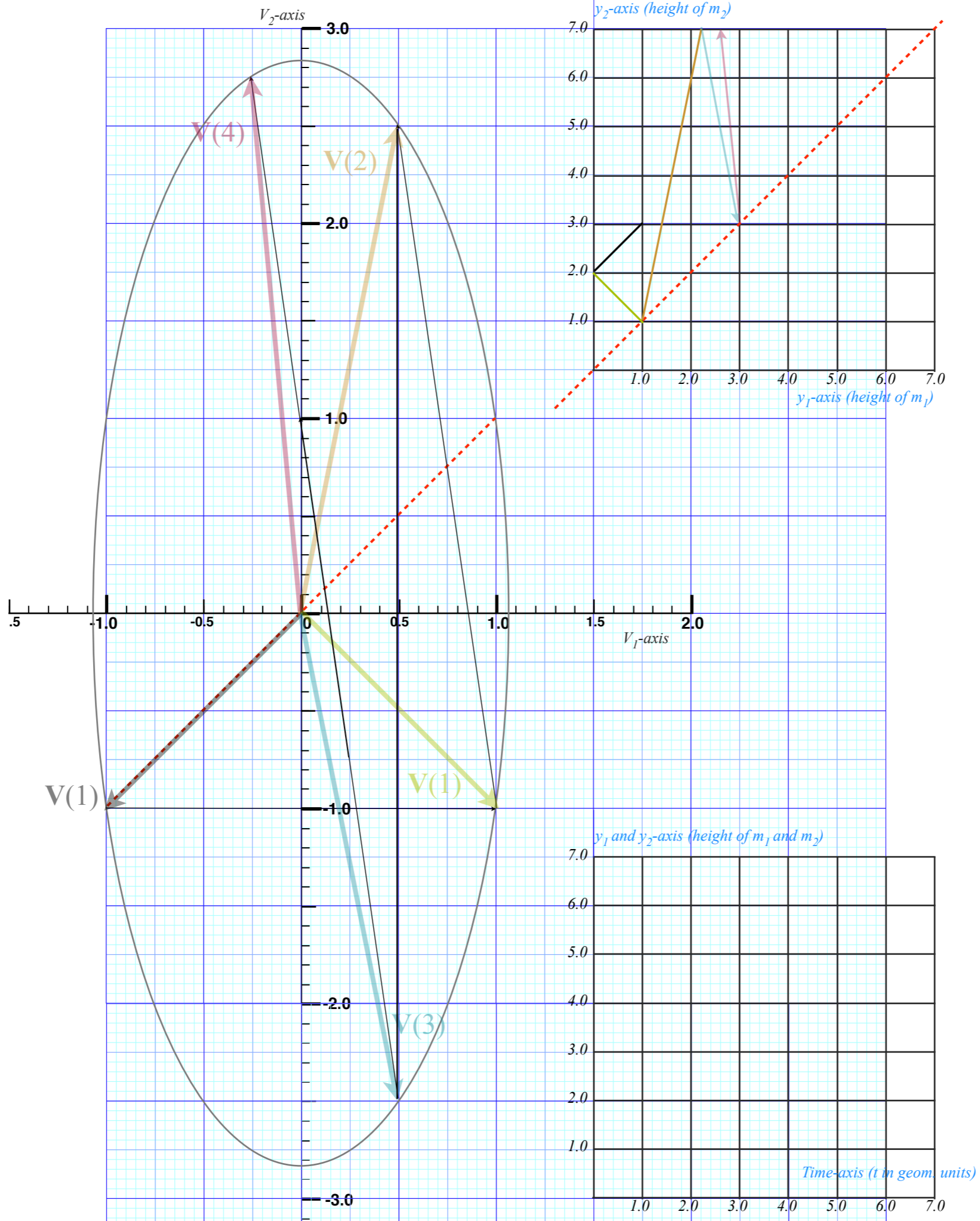
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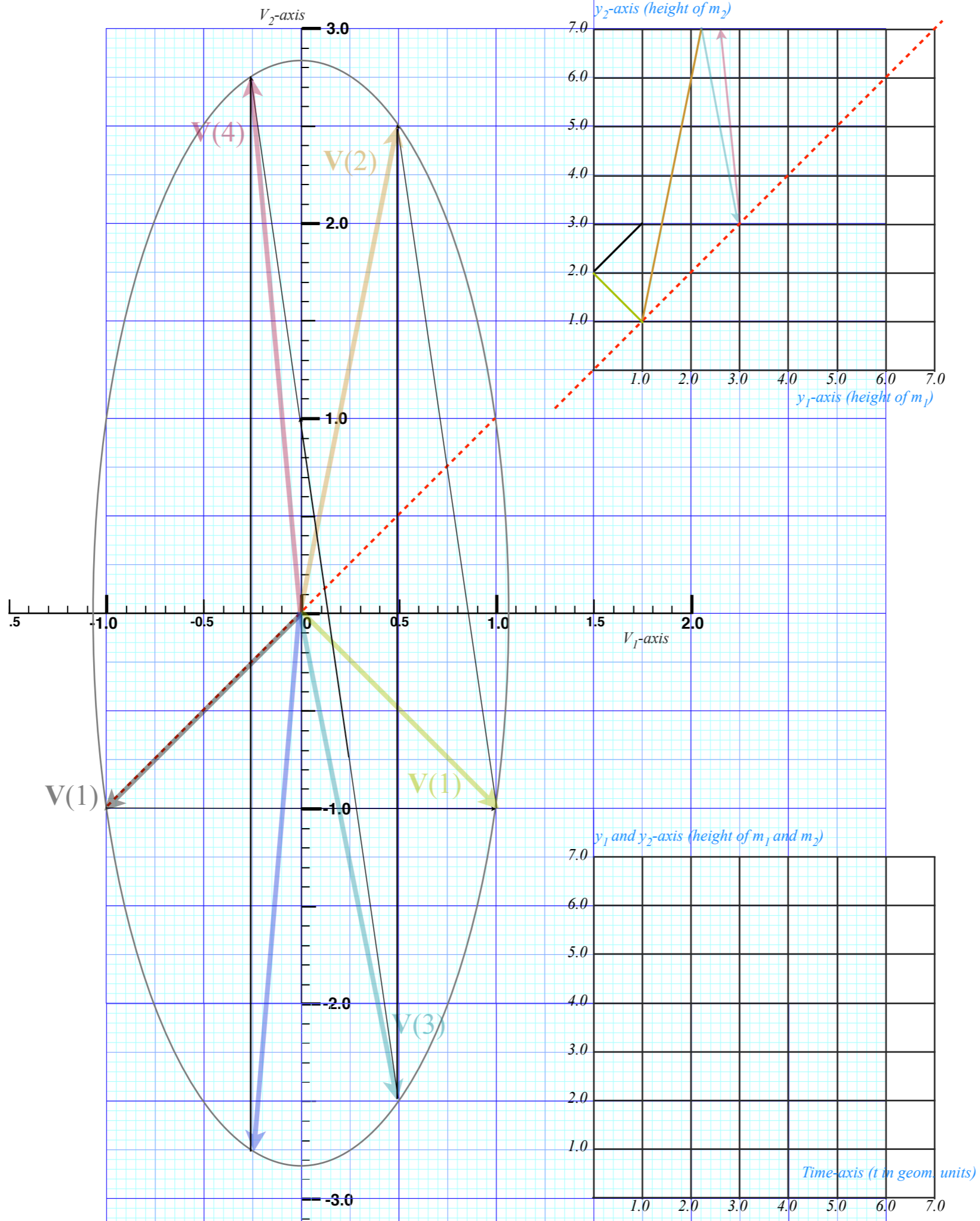
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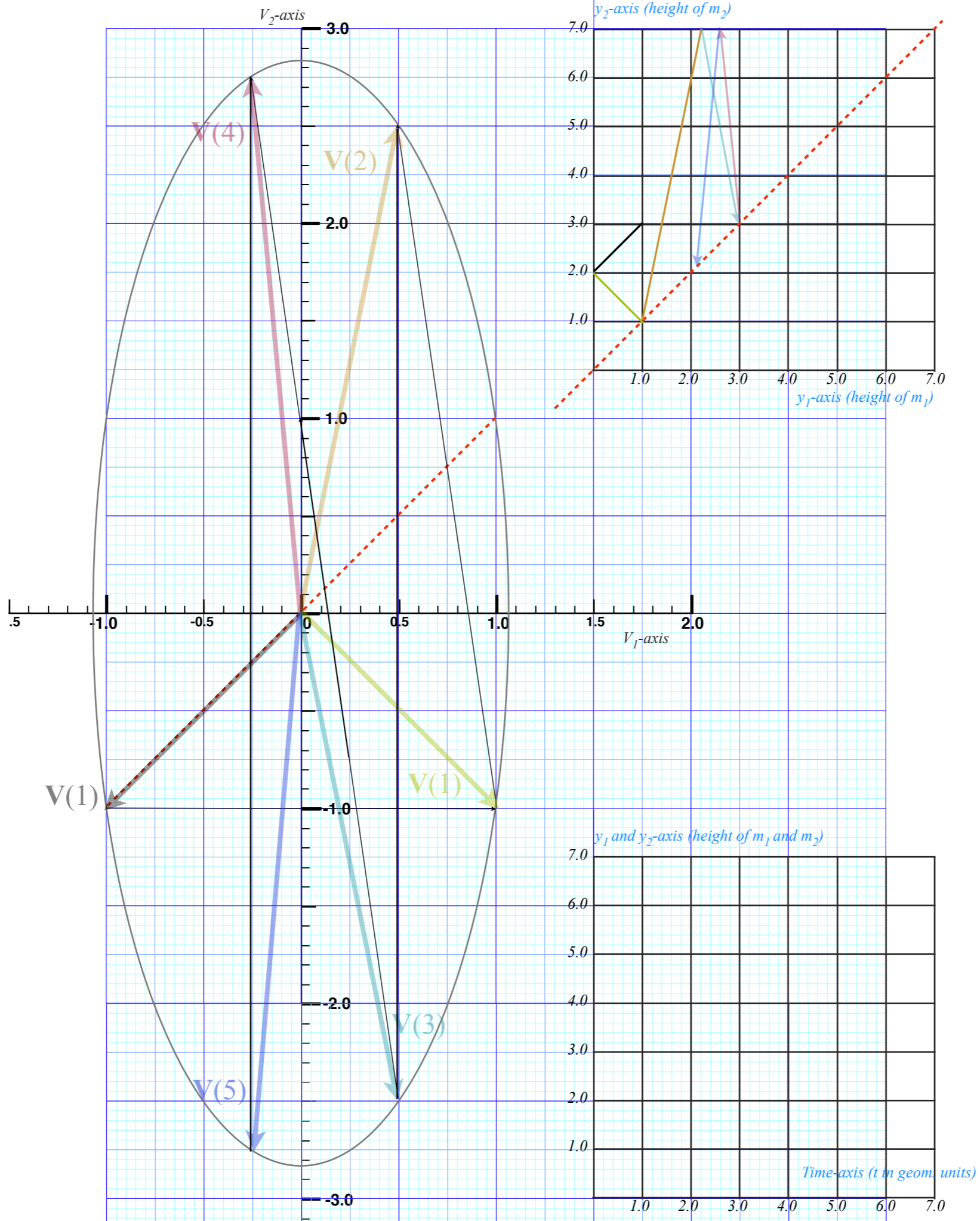
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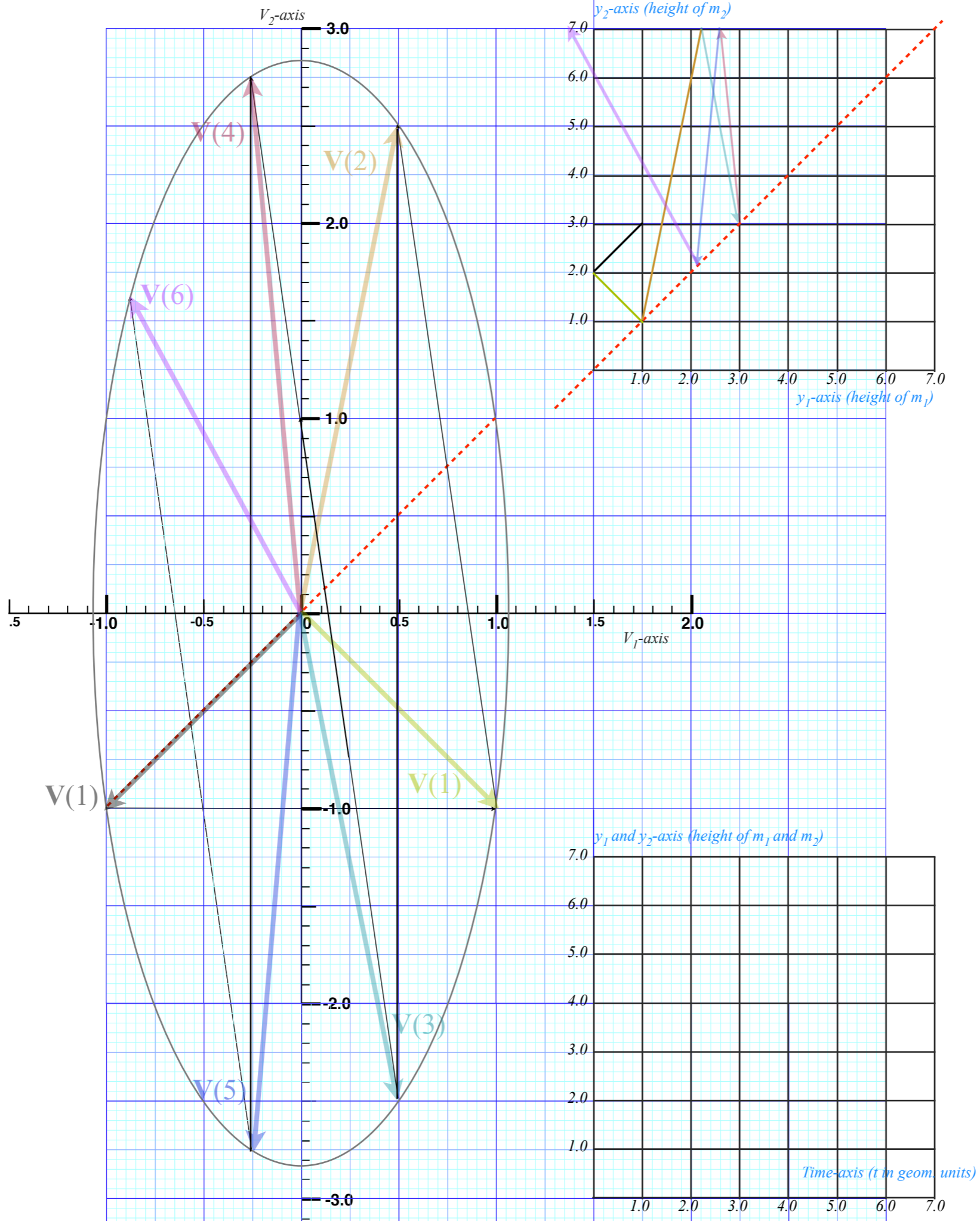
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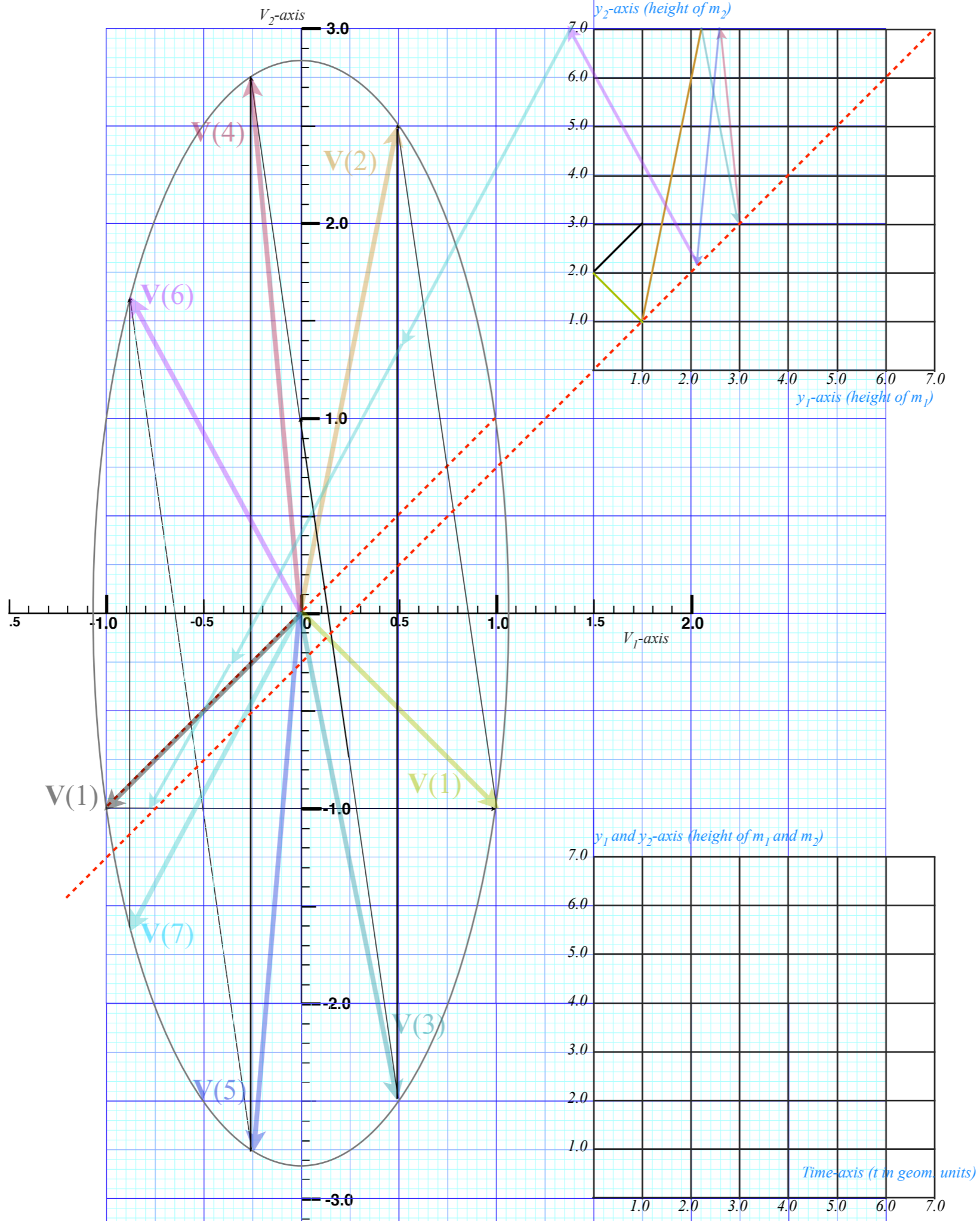
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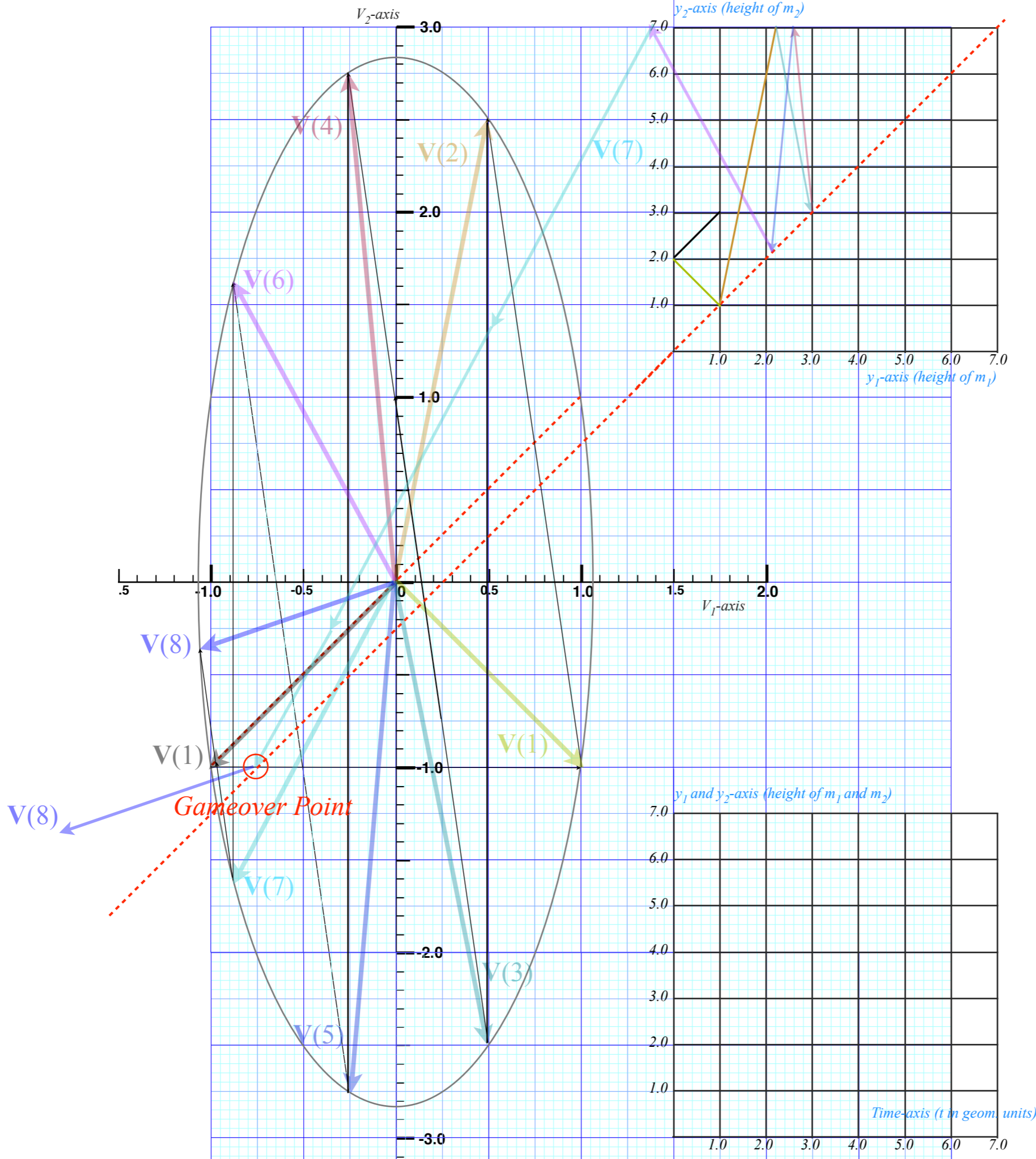
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