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CLASS 11th

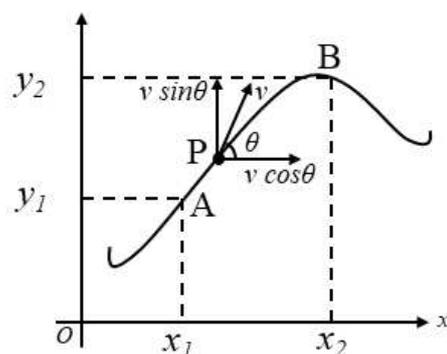
Motion in a Plane

misostudy



01. Motion in Two Dimension

Now we change our kinematics analysis from one dimension to two dimensions. In previous sections, we've discussed about the motion of an object along a straight line. Now we discuss, what happens when a particle moves in a plane. Have a look at figure, which shows a particle moving in X-Y plane, along a two dimensional path, known as trajectory of the particle. We discuss the motion of the particle between two points of the curve A and B . If the particle is moving along the curve and its velocity at an instant is v at an intermediate position of particle at point P . In two dimensional motion, direction of velocity of a particle is always tangential to its trajectory curve. As the particle moves from point $A(x_1, y_1)$ to point $B(x_2, y_2)$. Its projection on x -axis changes from x_1 to x_2 , and its projection of y -axis changes from y_1 to y_2 . The velocities of the projections of the particle along x and y direction can be found by resolving the velocity of the particle in x and y direction.



If along the curve particle moves a distance dr in time dt , we define $v = dr/dt$. Similarly, when particle moves dr along the curve, its x -coordinate changes by dx and y -coordinate changes by dy . Thus the velocity projections can be written as

$$v_x = \frac{dx}{dt} = v \cos \theta \quad \dots(i)$$

and

$$v_y = \frac{dy}{dt} = v \sin \theta \quad \dots(ii)$$

In standard unit vector notation we can write the instantaneous velocity of particle as

$$v = v_x \hat{i} + v_y \hat{j}$$

Squaring and adding equations (i) and (ii), gives net velocity of the particle as

$$v = \sqrt{v_x^2 + v_y^2} \quad \dots(iii)$$

Dividing above equations will give the angle formed by the trajectory with the positive x -direction or the slope angle of the trajectory as

$$\tan \theta = \frac{v_y}{v_x}$$

or

$$\theta = \tan^{-1} \frac{v_y}{v_x} \quad \dots(iv)$$