

Boat Problems / *Planes Problems*

Boat Simulation

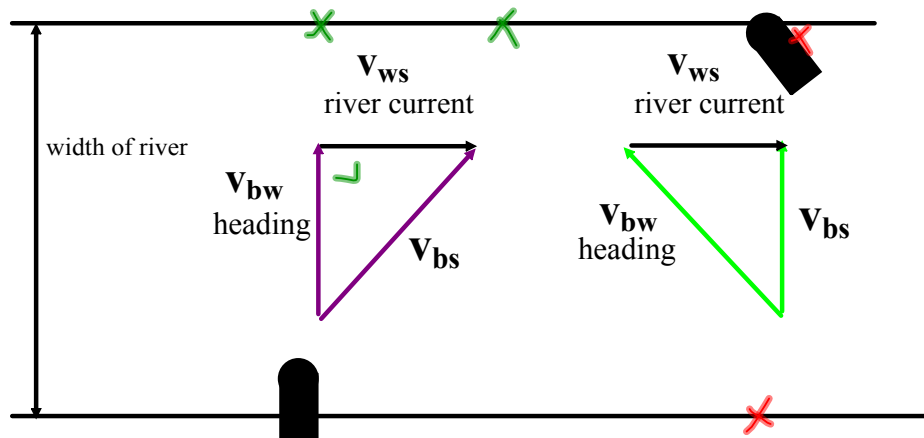
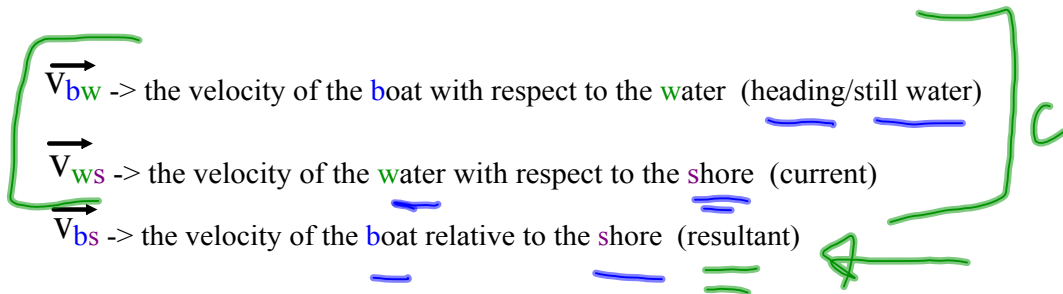


Vectors Not Along The Same Line ✓

If the velocities are not along the same line, vector addition must be used.

I. BOAT PROBLEMS ✓ / Plane Problems

Example: Imagine a boat crossing a river. Consider the following velocities:



$$\vec{V}_{bs} = \vec{V}_{bw} + \vec{V}_{ws}$$

first last

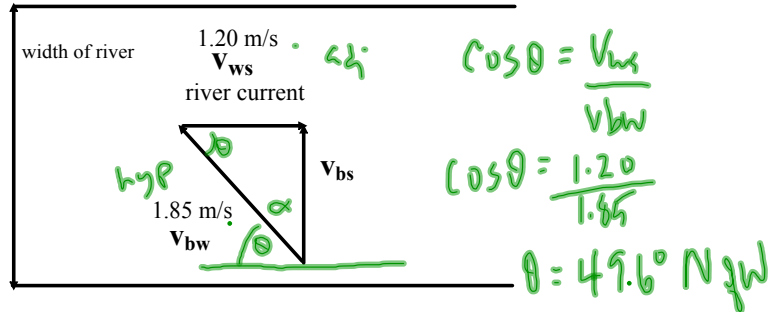
Do NOT just add the terms on the right.
You need to find the resultant of the two vectors.

Law of Pythagoras.

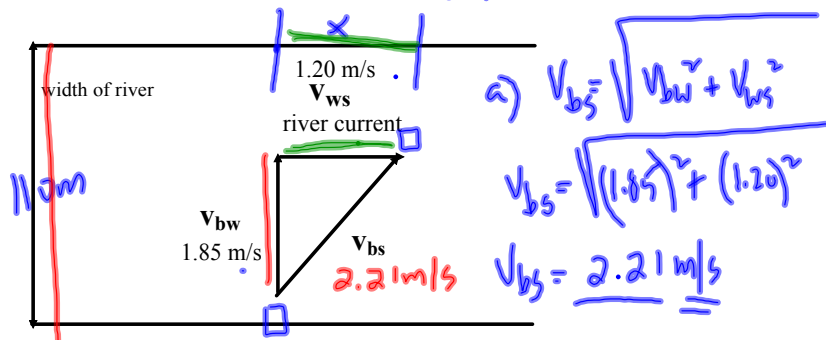


TRY

1. A boat's speed in still water is 1.85 m/s. If the boat is to travel directly across a river whose current has a speed of 1.20 m/s, at what angle must the boat head relative to the shore? (49.6° N of W)



2. The same boat now heads directly across the river.
- a) What is the magnitude of v_{bs} ? (2.21 m/s)
- b) If the river is 110 m wide, how long will it take to cross the river and how far downstream will the boat be then? (59.5 s, 71.4 m)



b)

$$V = \frac{d}{t}$$

$$V_{bw} = \frac{d}{t}$$

$$t = \frac{d}{V_{bw}}$$

$$t = \frac{110 \text{ m}}{1.85 \text{ m/s}}$$

$$t = 59.5 \text{ s}$$

$$V = \frac{d}{t} = \frac{x}{t}$$

$$x = V_{ws} t$$

$$x = (1.20 \text{ m/s})(59.5 \text{ s})$$

$$x = 71.4 \text{ m}$$



Attachments

Physics 122 - Review Exercise.doc

Physics 121 - Type II Force Problems.doc