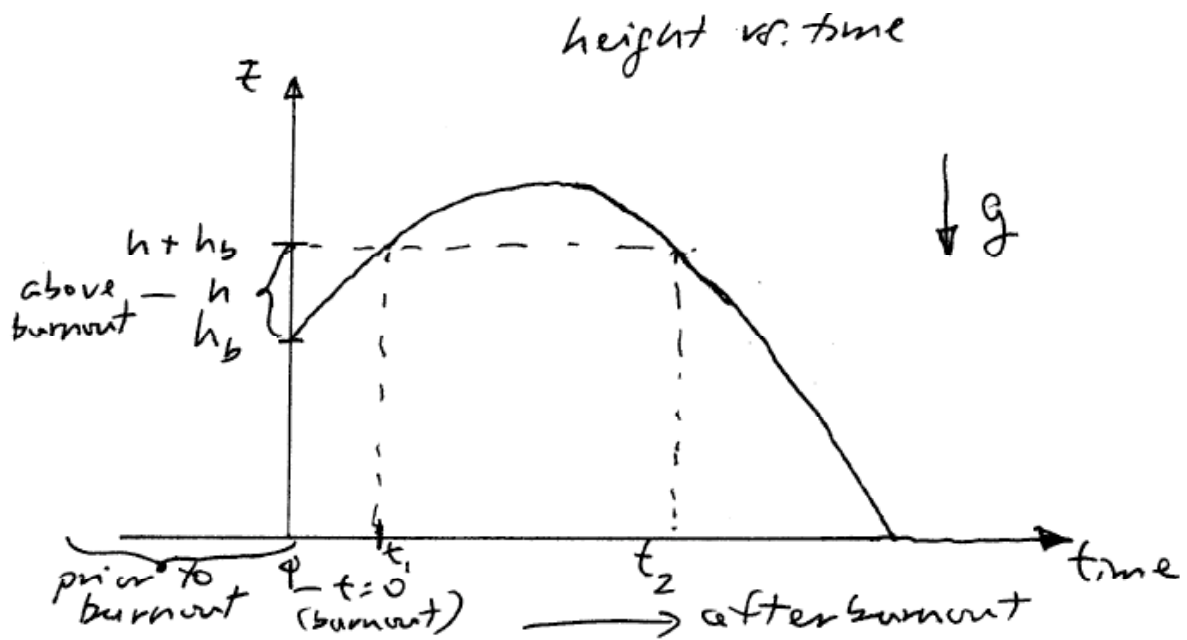




Draw sketch to help view problem:



Define:

$h_b$  = height at burnout

Approach:

→ Begin with general velocity-acceleration relationship:

$$dv(t)/dt = a(t)$$

Here  $a(t) = -g$  (only the gravity)

Now integrate to get:

$$\begin{aligned} v(t) &= \int a(t) dt \\ &= -\int g dt \\ &= -gt + C_1 \end{aligned}$$

We know that at burnout:  $t = 0, v = v_0$

$$\Rightarrow v_0 = C_1$$

$$\text{giving: } v(t) = -gt + v_0 \quad (1)$$

→ Now use this in the height (distance)-velocity relationship:

$$dz(t)/dt = v(t) = -gt + v_0$$

and integrating this to get:

$$\begin{aligned} z(t) &= \int v(t) dt = -\int gt dt + \int v_0 dt \\ &= -1/2 gt^2 + v_0 t + C_2 \end{aligned}$$

We have defined the height at burnout to be  $h_b$  (with  $t = 0$ ). Thus:

$$h_b = C_2$$

giving:

$$z(t) = h(t) = -1/2 gt^2 + v_0 t + h_b \quad (2)$$

→ Now we use the given facts relating defined times and height/distance above burnout. Use these in the derived equation (2).

First: at  $t = t_1$ ,  $z(t) = h + h_b$

$$\text{So: } h + \cancel{h_b} = -1/2 g t_1^2 + v_0 t_1 + \cancel{h_b}$$

$$\text{giving: } h = v_0 t_1 - 1/2 g t_1^2 \quad (3)$$

Second: at  $t = t_2$ ,  $z(t) = h + h_b$

$$\text{So: } h + \cancel{h_b} = -1/2 g t_2^2 + v_0 t_2 + \cancel{h_b}$$

$$\text{giving: } h = v_0 t_2 - 1/2 g t_2^2 \quad (4)$$

Now equate the resulting equations (3) and (4) to get:

$$h = v_0 t_1 - 1/2 g t_1^2 = v_0 t_2 - 1/2 g t_2^2 \quad (3)$$

→ Solve for  $v_0$  as asked for by the problem:

$$v_0 (t_2 - t_1) = 1/2 g (t_2^2 - t_1^2)$$

$$\Rightarrow v_0 = [1/2 g (t_2 + t_1) \cancel{(t_2 - t_1)}] / \cancel{(t_2 - t_1)}$$

Finally:

$$v_0 = 1/2 g (t_1 + t_2)$$

check via units:

$$[L / T] = [L / T^2][T] \quad \checkmark$$

→ Continue using these facts and the derived relationship for height/distance above burnout at the defined times.

Now use the steps resulting in equations (3) and (4) and the solution for  $v_0$  in these equations.

In (3):  $h = v_0 t_1 - 1/2 g t_1^2$

$$\Rightarrow h = 1/2 g (t_1 + t_2) t_1 - 1/2 g t_1^2$$

expanding:

$$h = \cancel{1/2 g t_1^2} + 1/2 g t_1 t_2 - \cancel{1/2 g t_1^2}$$

$$\Rightarrow h = 1/2 g t_1 t_2$$

Check by doing this.....

In (4):  $h = v_0 t_2 - 1/2 g t_2^2$

$$\Rightarrow h = 1/2 g (t_1 + t_2) t_2 - 1/2 g t_2^2$$

expanding:

$$h = 1/2 g t_1 t_2 + \cancel{1/2 g t_2^2} - \cancel{1/2 g t_2^2}$$

$$\Rightarrow h = 1/2 g t_1 t_2$$

Same as from (3). So height above burnout,  $h$ , asked for in problem is:

$$h = 1/2 g t_1 t_2$$

final check via units:

$$[L] = [L / T^2][T][T] \quad \checkmark$$