

Chapter 13 / **Example 7****Average and instantaneous velocity**

A diver jumps from a platform at time $t = 0$ seconds. The distance of the diver above the water level at time t seconds is given by $s(t) = -4.9t^2 + 4.9t + 10$, where s is in metres.

- Find the average velocity of the diver during the dive.
- Find the velocity of the diver at the instant the diver hits the water.
- Explain why the answer to part b is negative.
- Find the speed of the diver at the instant the diver hits the water.

Solve $s(t) = 0$ where $t \geq 0$

Press **MENU** **A** **EQN** to enter equation mode.

Press **F2** Polynomial

You are solving a quadratic (degree 2) so press **F1** 2.

Polynomial
No Data In Memory

Degree?
2 3 4 5 6

Enter to coefficients into the template. Press **tab** to navigate through the template.

$a = -4.9$, $b = 4.9$ and $c = 10$

Press **F1** SOLVE.

Polynomial
No Data In Memory

Degree?
2 3 4 5 6

Press **S=D** to display the results as decimals.

To be able to use the most accurate value of t you will want to use an accurate value of t for the remainder of the question.

Use $t = 2.01354$.

$aX^2 + bX + c = 0$
X1 2.0135
X2 -1.013
2.013544293
[REPEAT]

Find the average velocity over the interval $[0, 2.01354]$ using the formula $\frac{s(t) - s(0)}{t - 0}$

Clearly $s(0) = 10$


Press **MENU** **1** **RUN-MAT** to display the Run-Matrix screen for arithmetical calculations.

$\frac{(-4.9(2.01354)^2 + 4.9(2.01354) + 10) - 10}{2.01354 - 0}$
-4.966346
[JUMP] [DELETE] [MAT/VCT] [MATH]

Type 2.01354 **→** **ALPHA** **X,θ,T** (A) to store the value of t as a variable A.

2.01354→A
2.01354
[JUMP] [DELETE] [MAT/VCT] [MATH]

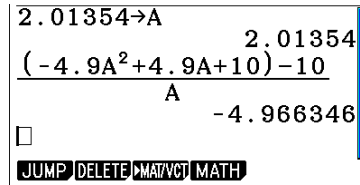
Chapter 13 / **Example 7****Average and instantaneous velocity**

Press  to select the fraction template.

Type $(-4.9 \text{ ALPHA } A \text{ } x^2 + 4.9 \text{ ALPHA } A + 10) - 10$ in the numerator and $\text{ALPHA } A$ in the denominator.

Press **EXE**.

Average velocity = -4.97 ms^{-2} .

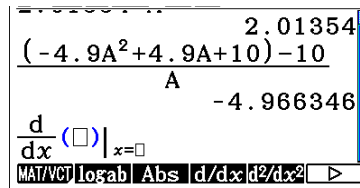


$$\frac{(-4.9A^2 + 4.9A + 10) - 10}{A} = -4.966346$$

To calculate the instantaneous velocity when diver hits the water find $s'(t)$ when $t = 2.01\dots$

To calculate the instantaneous rate of change press **F4** MATH **F4** d/dx

The template has spaces for the function and the value that it is evaluated at.



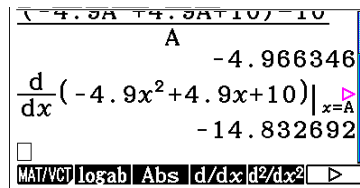
$$\frac{d}{dx} \left(\frac{(-4.9A^2 + 4.9A + 10) - 10}{A} \right) \bigg|_{x=A} = -4.966346$$

Although the function is expressed in terms of t , the variable used on the GDC will be x .

Enter X in the denominator and type in the function $-4.9x^2 + 4.9x + 10$. Enter A as the value of x .

Press **EXE**.

The instantaneous velocity when the diver hits water is -14.8 ms^{-1} .



$$\frac{d}{dx} (-4.9x^2 + 4.9x + 10) \bigg|_{x=A} = -14.832692$$