Simulation Experiment

The goal of this activity is for you to:

- 1. Understand the mechanics behind perfectly elastic and perfectly inelastic collisions
- 2. Make observations and conclusions on the different cases of each type of collision
- 3. Understand that momentum is always conserved in all collisions where external forces are negligible.

Procedure:

Part A: Perfectly Elastic Collision

- 1. Run the simulation Collision Lab.
- 2. On the right pane, tick 1 Dimension and untick Reflecting Border. Check if the Elasticity is 100%.
- 3. On the bottom pane, click More Data. We shall focus on Mass and V_x only in this experiment. Please remember that V_x changes from the ball's initial velocity before collision to its final velocity after collision. The right direction is taken as positive in this simulation.
- 4. In each of the cases below, you will just consider the collision of two balls. And in all cases, Ball 2 will have *zero initial speed*. All you need to do is vary the mass to suit each case and set the initial speed of Ball 1 until you have three sets of data.
- 5. Click Rewind (below the collision area) each time you want to do another trial or another case. *Do not click Reset All*. Otherwise, you will have to start from step 2 all over again.

Case 1: Mass of Ball 1 equal to mass of Ball 2; Ball 2 initially at rest.

Mass of Ball 1 _____

Mass of Ball 2 _____

Ball 1				Ball 2		
Ini	tial	Fir	nal	Final		Comparison of V ₂ and U ₁
Speed, U ₁	Direction	Speed, V ₁	Direction	Speed, V ₂	Direction	

Case 2: Mass of Ball 1 greater than mass of Ball 2; Ball 2 initially at rest.

Mass of Ball 1 _____

Mass of Ball 2 _____

Ball 1				Ball 2		
Ini	tial	Fir	nal	Final		Comparison of V ₂ and U ₁
Speed, U ₁	Direction	Speed, V ₁	Direction	Speed, V ₂	Direction	

Observation:

Case 3: Mass of Ball 1 less than mass of Ball 2; Ball 2 initially at rest.

Mass of Ball 1 _____

Mass of Ball 2 _____

Ball 1				Ball 2		
Ini	tial	Fir	nal	Final		Comparison of V ₂ and U ₁
Speed, U ₁	Direction	Speed, V_1	Direction	Speed, V ₂	Direction	

Part B: Perfectly Inelastic Collision

1. Keeping all the other settings, adjust the Elasticity to zero for a perfectly inelastic collision.

2. In each of the cases below, the initial speed of Ball 1 is equal to the initial speed of Ball 2 but opposite in direction. You may choose any *one* value for the whole case but do not forget to put a negative sign on the initial speed of Ball 2.

3. Make three sets of data by varying the masses of the balls.

Case 1: Mass of Ball 1 equal to Mass of Ball 2; initial speeds are the same.

Mass of Ball 1	Mass of Ball 2	Initial Speed of Balls 1 and 2, U	Final speed of Balls 1 and 2, V	Comparison of U and V

Observation:

Case 2: Mass of Ball 1 less than mass of Ball 2; initial speeds are the same.

Mass of Ball 1	Mass of Ball 2	Initial Speed of Balls 1 and 2, U	Final speed of Balls 1 and 2, V	Comparison of U and V

Case 1: Mass of Ball 1 greater than mass of Ball 2; initial speeds are the same.

Mass of Ball 1	Mass of Ball 2	Initial Speed of Balls 1 and 2, U	Final speed of Balls 1 and 2, V	Comparison of U and V