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% ### EXprojectileMOD.m ###          2020.01.28  C. Bergevin

% [REF: ex.4.3.2 from Fowles & Cassidy 2005]
% Purpose: Modified version of EXprojectile.m to show
"optimal" angle for
% projectile flights w/ drag is less than 45 degrees

% ---- Notes
% o v0= 143.2 mph ~ 64 m/s

clear
% -----
P.thetaA= linspace(36,42,21); % launch angle [degrees]
P.g= 9.8; % grav. const. [m^2/s] {9.8}
P.drag= 1; % boolean to incl. drag: 0=no drag, 1=drag
{1}
P.v0= 64; % launch velocity [m/s] {64}
%P.theta= 39; % launch angle [degrees] {45}
P.D= 0.073; % diameter of object [m] {0.073}
P.m= 0.145; % mass of object [kg] {0.145}
P.coord0= [0 0]; % initial [x z] coords [m] {[0 0]}
P.tLim= [0 15]; % time limits of integration [s]
P.tRez= 300; % # of (interp.) time points for
integration interval {300?}
% -----

% --- derived params.
if (P.drag==0), P.gamma= 0; % determine assoc. const.
from input params.
else P.gamma= 0.15*P.D^2/P.m; end
P.y0(1)= P.coord0(1); P.y0(3)= P.coord0(2); % initial
horiz. and vert. positions

% --- set up fig. plus color-coding scheme
colormap(jet(numel(P.thetaA)))
jetcustom = jet(numel(P.thetaA));
figure(1); clf; hold on; grid on;

% ---
for nn=1:numel(P.thetaA)
    P.theta= P.thetaA(nn);

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    P.theta= pi*P.theta/180;    % convert launch angle to
rads
    P.y0(2)= P.v0*cos(P.theta); % initial horiz. velocity
    P.y0(4)= P.v0*sin(P.theta); % initial vert. velocity
    % --- use built-in solver ode45 to numerically
integrate
    [t vals] =
ode45('PROJECTILEfunction', linspace(P.tLim(1),P.tLim(2),P.t
Rez),P.y0,[],P);
    indxG= find(vals(:,3)<0,1); % find when object hits
the ground
    % --- rename vars. (excluding those in the ground!) &
plot
    x= vals(1:indxG,1); xdot= vals(1:indxG,2);
    z= vals(1:indxG,3); zdot= vals(1:indxG,4);
    plot(x,z,'-','LineWidth',1,'Color',jetcustom(nn,:));
end

xlabel('x [m]'); ylabel('z [m]');
hC=colorbar; caxis([min(P.thetaA) max(P.thetaA)]);
ylabel(hC, 'Launch angle [deg]')
title('Projectile range w/ quadratic drag for multiple
launch angles')

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