

# *Uniform Circular Motion:*

paste\_14.tiff ↵

This menu option will construct the proper x and y parametric equations for any uniform circular motion. To do this, radius and angular velocity information must be filled in the appropriate areas. Once the "Set" button is pressed, the equations are expressed in the Control window. For example: Radius=10, Angular velocity=5 should make:

$$x=10*\cos(5*t) , y=10*\sin(5*t)$$