

Bodies in Motion Template for AS-EASY-AS for Win95  
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Object Thrown Upwards

$$S = S_0 + V_0 \cdot t + 0.5 \cdot A \cdot T^2$$

Time Increment =

Initial Hgt =

Initial Vel. =

Acceleration =

T @ Max Height =

Max Height =

T to Drop =

Total T =

Dt Indicator =

Press Shift-F10 to see graph

Press F3 and specify \H for more info.

0.4  
150  
45  
-9.8

4.592  
253.316  
7.190  
11.782  
#NAME?

All Values After  
the object has  
reached the  
ground are set  
to Zero  
by the template.

Simple template to calculate the time it takes  
an object, thrown upward, to reach the ground.

Time Increment =

## Sheet1

Initial Hgt =  
Initial Vel. =  
Acceleration =  
T @ Max Height =  
Max Height =  
T to Drop =  
Total T =  
Dt Indicator =

Contributed by William Fergersen, AS-EASY-AS User  
You may leave messages for Mr. Fergersen on the TRIUS BBS

\*\* Press Home to return to Input Section \*\*

## Sheet1

Press Shift-F10 for Graph

[illegible]

### Difference between time intervals

Initial Height - Self Explanatory  
Initial Velocity - Self Explanatory  
Self Explanatory (Gravity)  
Time maximum Height is reached  
Maximum Height Reached  
Time to fall from highest point to ground  
Total time - Self Explanatory  
Indicates whether to increase Time Increment

508-794-0762

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