

$$.s_x = u_x t + \frac{1}{2} a_x t^2$$

$$\text{or, } x = u \cos \theta t + 0 [\because a_x = 0]$$

$$\therefore t = \frac{x}{u \cos \theta} \dots \dots \dots (1)$$

At 'y' direction

$$.s_y = u_y t + \frac{1}{2} a_y t^2$$

$$\text{or, } y = u \sin \theta t - \frac{1}{2} g t^2 [\because a_y = -g]$$

$$\text{or, } y = x \tan \theta - \frac{1}{2} g \frac{x^2}{u^2 \cos^2 \theta} \dots \dots \dots (2) \text{ [using equation 1 and solve]}$$

Now, equation 2 is the equation of parabola. So, Path followed by projectile is parabolic in nature.

2) Time of flight: It is the time when projectile remains in the air.

Using equation of motion $s = ut + \frac{1}{2} at^2$

$$\text{At y direction } s_y = u_y T + \frac{1}{2} a_y T^2$$

$$\text{or, } H = \frac{1}{2} g T^2$$

$$\therefore T = \sqrt{\frac{2H}{g}}$$

3) Horizontal Range: Horizontal distance covered by projectile during its time of flight is called Range.

$$.s_x = u_x t + \frac{1}{2} a_x t^2$$

$$\text{or, } R = u T + 0$$

$$\therefore R = u \times \sqrt{\frac{2H}{g}}$$