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Tuesday, May 12st 2015

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We hope that this proceeding can give advantage to improve and develope teachers abbility and all of educational worker, for developing the education allity of this nation.

> Surabaya, Mei 12nd 2015 Head of Committee,

Erfandi Darniafit

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Application of Visual Basic Application Program (VBAP) for an Interactive in Open and Distance Learning (IODL)

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ABSTRACT

The advantage of using Excel for many purposes are it's simplicity, has a graphic supporting tool, and also has many mathematical formula for solving problems. Activation of the VBA programming with Excel will increase the ability of Excel as an interactive learning method. In this work we give one example the use of the Excel-VBA programming for solving one of the interesting problem in physics that is the projectile motion. Preliminary studies indicate that self-directed learning a number of 57 students of the Open University is still low (72 %), but after using computer simulations, self-directed learning of students increased by 17 %. Show that VBAP for interactive in IODL effective to improving student understanding.

INTRODUCTION

The reasons to use the VBA programming over other packages, such as, Delphi, Mathematica, and Matlab was made for several reasons. It is from our observations that many students have used and familiar with the Excel as a problem-solving tool in his/her study and work. Most schools also have or use computer for supporting the learning process and works. Primarily the Microsoft Office has become a very important tool to be installed, including the Excel. Most students already have limited experience using Excel. In this term, the VBA programming that has been installed in the Excel will be a valuable tool for the purpose of the interactive learning tool. However, very few teachers and/or students knew and realize that Excel with VBA is a very fascinating tool to be used in the learning process. We will describe an example the use of VBA programming in the physics study.

The Description of The Research Methods

• The VBA For Physics Programming And Simulation

A very famous work with Excel is the use of the cell-formula technique to solve the problem. In this way the Visual Basic for Application (VBA) editor can be used to create user-defined functions that make the cell formulas easier to work with and more robust. The VBA editor is a built in feature that comes with Excel and can be access via menu selection Tools|Macro|Visual Basic Editor, or from your worksheet editor press the keypad ALT + F11.

• Basic Equations for Simple Projectile Motion

The first successful attempt to describe projectile motion quantitatively followed from Galileo's insight that the horizontal and vertical motions should be considered separately, then the projectile motion could be described by putting these together. Galileo argues that, if air resistance could be neglected, the horizontal motion was one at constant velocity, the vertical motion was one of uniform downward acceleration, identical to that of an object falling straight down. The projectile's path is a parabola confined to a plane so that projectile motion is an example of two-dimensional motion. Projectile motion is also an example of motion with constant acceleration in the vertical direction as provided by gravity. In addition, we will assume no acceleration in the x direction, thus

$$\mathbf{a}_{\mathbf{x}} = \mathbf{d} \, \mathbf{v}_{\mathbf{x}} \,/\, \mathbf{d} \, \mathbf{t} = \mathbf{0}, \tag{1}$$

$$a_y = d v_y / d t = -g,$$
 (2)

where g = acceleration due to gravity acting in the vertical direction. These equations can immediately be integrated with respect to time in both the x and y components to obtain the velocity components as

$$v_x = v_{0x} = v_0 \cos(q),$$
 (3)

$$v_y = v_{0y} - g t = v_0 \sin(q) - g t,$$
 (4)

where v_0 = launch velocity, q = launch angle relative to the horizontal, v_{0x} = a constant of integration and the initial velocity component in the x direction, and v_{0y} = a constant of integration and the initial velocity component in the y direction. A second integration with respect to time in both the x and y components yields the position components

$$x = x_0 + v_{0x} t = x_0 + v_0 \cos(q) t,$$
(5)

$$y = y_0 + v_{0y} t - \frac{1}{2} g t^2 = y_0 + v_0 \sin(q) t - \frac{1}{2} g t^2,$$
 (6)

where $x_0 = \text{constant}$ of integration or the initial x position = 0, and $y_0 = \text{constant}$ of integration or the initial y position = 0.

• Time of Flight, Range and Maximum Height

We have three important quantities in analyzing simple projectile motion,

1. the time of flight, T, which is the time from launch (y = 0) to impact (y = 0, again),

2. the range, R, which is the maximum horizontal distance traversed by the projectile,

3. and the maximum height, H, which is the height of the peak of the parabolic path and half of the horizontal range.

These quantities can be calculated from above equations, i.e.

$$T = 2 v_{0y} / g = 2 v_0 \sin(q) / g,$$
(7)

$$\mathbf{R} = (v_0^2 / g) \sin(2q), \tag{8}$$

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$$H = v_{0y}^{2} / 2 g$$
 (9)

If we assume that the air resistance is proportional to the square of the velocity, directed backwards, so it has magnitude:

$$-bv^2$$
, (10)

where b is a coefficient and v is the speed of the projectile.

In the Galileo's analysis, treating the horizontal and vertical motions separately. For a gun, of course, the more natural variables would be the initial speed of the bullet v and the angle θ of the gun barrel to the horizontal. It's usually simpler to adjust the angle of the barrel than to adjust the bullet speed (although that may have been less the case for cannon in Galileo's day).

In terms of these variables, $v_x_{init} = v\cos\theta$ and $v_y_{init} = v\sin\theta$. In Excel, the sin and cos function take arguments in *radians*, where 360 degrees = 2π radians. Excel writes π as PI(). So we want, $v_x_{init} = v^*\cos(\text{theta*PI}()/180)$, $v_y_{init} = v^*\sin(\text{theta*PI}()/180)$.

Let's for the first, we write in the first row of our worksheet the title of our work,

"Projectile motion Under Gravity with Air Resistance for any angle of fire"

Then to accommodate the information about angle, speed and gravity we will write in appropriate cell later:

in cell A5 write v=, in A6 write theta=, in A7 write g =, in B8 write $=v*\cos(\text{theta}*\text{PI}()/180)$ and in B9 write $=v*\sin(\text{theta}*\text{PI}()/180)$ respectively.

• Realization of the projectile motion in Excel programming

STEP 1

- In A5,A6,A7,A8,A9,A10, A11 and A12 write respectively v=, theta=, g = , v_x_init = , v_y_init = , delta_t = , range = and b = . The column B will be filled with your needed values. Especially you have to write some formula in B8 and B9 with =v*cos(theta*PI()/180) and =v*sin(theta*PI()/180) respectively. Please make the title of the cell with bold and center justify mode.
- Now, in A14, B14, C14, D14, E14 and F14 write time, v_x, v_y, v, x, y.
- In A15, B15, C15, D15, E15 and F15 write 0, = B8, =B9,
 =SQRT(B15*B15+C15*C15), 0 and 0. (note, A15 = 0, E15 = 0 and F15 = 0 ensure the projectile start from a coordinate (0,0) time 0.
- Then in A16 write =A15+delta_t. In B16 write =+B15 b*B15*D15*delta_t. In C16 write =C15-g*delta_t -
- b*C15*D15*delta_t. In D16 write =SQRT(B16*B16+C16*C16). In E16 write
 =IF(F15+0.5*(C15+C16)*delta_t>0,E15+0.5*(B15+B16)*delta_t,E 15) and in F16 write
 =IF(F15+0.5*(C15+C16)*delta_t>0,F15+0.5*(C15+C16)*delta_t,

Notes: We write formulas in cell B16 and C16 in order to accommodate the drag force. Now we need to include the drag force in the equations of motion. These, of course, give the rate of change of the horizontal and vertical components of the velocity, in other words the vector equation $\mathbf{F} = m\mathbf{a}$ is split into components $F_x = ma_x$, $F_y = ma_y$. Up to this point, we have had $F_x = 0$ and $F_y = -mg$. We must now add the appropriate components of the drag force. It is a vector of magnitude bv^2 , and direction antiparallel to v. Hence its x- and y- components are in the *same ratio* to its total length as the corresponding components of v. So, the components of drag force felt by the projectile are $-(v_x/v)bv^2$ and $-(v_y/v)bv^2$. The full equations of motion are:

$$-ma_x = -(v_x/v)bv^2$$
, $ma_y = -mg - (v_y/v)bv^2$, (let's take $m = 1$ for simplicity) (11)

The spreadsheet will as usual calculate the change in velocity components from one row to the next using:

$$v_x(t+delta_t) = v_x(t) + a_x(t)delta_t$$
(12)

To include *the drag force*, we have written in B16:

→ =B15 - $b^{(B15/D15)} D15^{D15*}delta_t$

and in C16:

→ =C15-g*delta_t - b*(C15/D15)*D15*D15*delta_t or in the equal form we can write:

→ =B15 - b*B15*D15*delta_t

and in C16:

\rightarrow =C15-g*delta_t - b*C15*D15*delta_t

Also, we write in cell E16 and F16 as above to know when the projectile hits the ground. This means that as long as the ball will still be above ground after this step, do what you were doing. BUT if this step is going to get you below ground level, don't do it-stay where you are, just put E16 = E15. This stops the ball falling further, but if we want it to *really* stay where it is we must *also* stop the horizontal motion!

STEP 2

To get a bit more practice with IF statements, let us find the *range* of the projectile, how far away it lands. This would be the maximum value of x it attains, except that if we choose delta_t too small, it might still be in the air at the end of the 200 rows of calculation, so then the value of x is not the true range. Of course, we could figure this out by looking at the graph, but it's nice to have it done automatically.

In A11 we write range=, and in B11 we write: =IF(D214=D213, D214, "still in air") This translates as "If the last two horizontal positions of the particle in the table are the same-so it's come to rest-then range = the horizontal position, otherwise write "still in air".

STEP 3:

Now we are ready to make a complete table for our projectile motion. For the first time, give any values for cell B5, B6 and B7, let's say 40, 60 and 9.8, respectively. Also give some number for cell B10 and B12, let's say 0.05 and 0.01 respectively. Then, copy (blocking) cell **A16:F16** down to row **214**. Now we have a complete table of coordinate of projectile (x,y,t). We can visualize the projectile's motion. Block the cell **E15:F214** and click on the top menu **Insert**, choose **Scatter**, and then choose the chart's type without line.

STEP 4:

Now to make our simulation more attractive and interactive, we call VBA programming. We can make the value of cell B6 (theta) change smoothly with **a control button**. So we can make the button up and down to change the value of theta in cell B6. You can learning about the effect of changing of variables by using the **interactive button block** in your worksheet (look at the picture)



Results and Discussions

We start with the simulation with b = 0.01, g = 9.8, v = 40, $\theta = 60^{\circ}$ with starting point at (7,0). The visualization of the projectile motion can be shown as below:



For a combination of v = 32, $\theta = 60^{\circ}$, we have:

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We see by changing the speed from v = 60 m/s to 32 m/s then the projectile can arrive to hit the ground faster at distant 57.07 m. So we can see that the application of VBA as a tool of learning process, will make easy for students to learn physics. We can expand our model for other topics in physics problems.

Preliminary studies indicate that self-directed learning a number of 57 students of the Open University is still low (72 %), but after using computer simulations, self-directed learning of students increased by 17 %. Show that VBAP for interactive in IODL effective to improving student understanding.

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