Some kinematics aspects of throwing applied to basketball

Fagaras Pia Simona^{a*}

Steff Zakarias^b

Puni Rares Alexandru^c

Suggested Citation:

Abstract

1. Introduction

Figure 1. Interference of domains

Figure 2. Influence of projection angle on the trajectory

Figure 3. Influence the speed of projection on the range of trajectory

v_0

Figure 4. Graphic representation of throwing – decomposition of movement in two directions

To establish the mathematical model we follow some steps:

$$v_{01} := 7,3899 \qquad v_{02} := 7,6 \qquad v_{03} := 7,6698$$

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5. Conclusion

the throw is too long.

If the throw is deviated

the throw is too short.

References