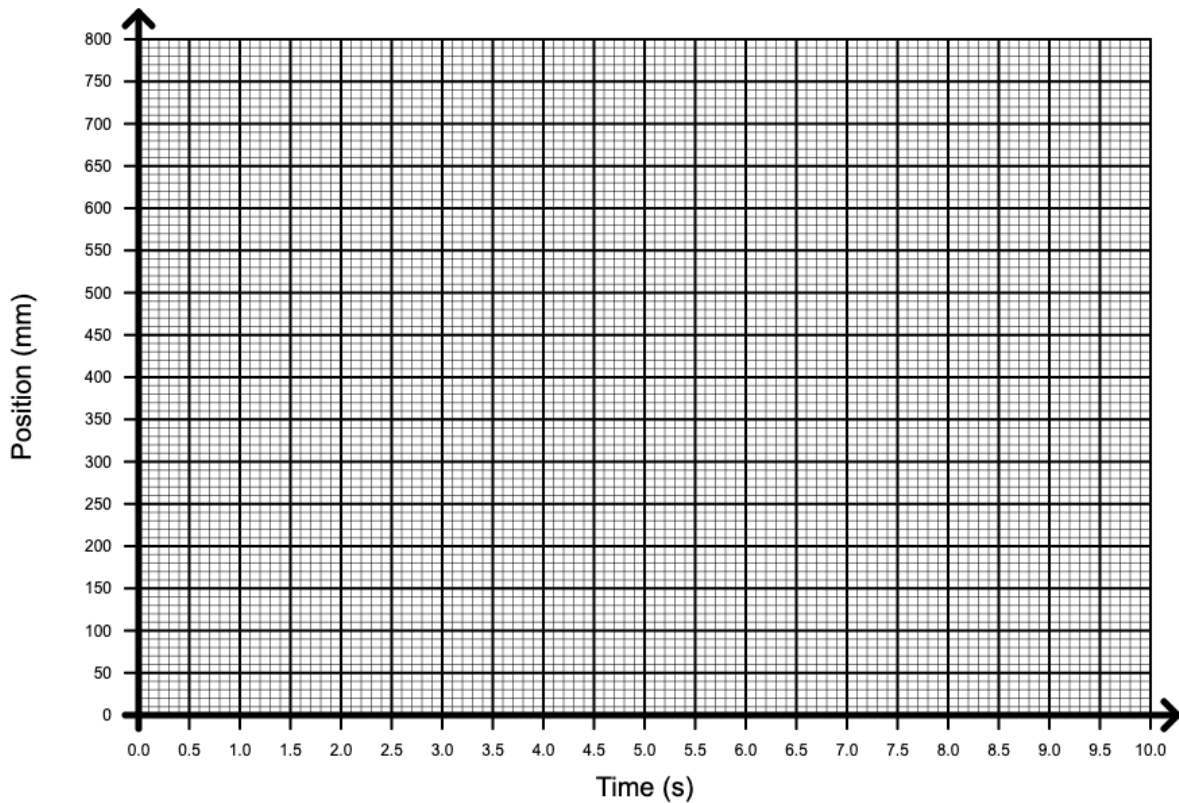


Graphical Time of Collision

Step 1: Fill in the starting locations and velocities for both of your objects

	Initial Location (mm)	Initial Velocity (mm/s)
Pac-Man		
Ghost		

Step 2: Use two different colors to carefully plot graphs for the motion of your two objects on the axes below



Step 3: Use your graph to find the time before the centers of the object overlap and the location of the point at which they overlap. Explain how you arrived at your answers. Fill your answers into the program to make sure you did everything correctly