

Robot Mass	0.494 Kg	Mass increased because of rubber "shoes" to increase friction
Coefficient of friction	0.7 Hard Rubber on wood. <a href="https://mae.ufl.edu/designlab/Class%20Projects/Background%20Information/Friction%20coefficients.htm">https://mae.ufl.edu/designlab/Class%20Projects/Background%20Information/Friction%20coefficients.htm</a>	
Gravitational acceleration	9.8 m/s <sup>2</sup>	
Force of friction	3.4 N	
Predicted Thrust	6.5 N	

**Formula = 1 -**

$$d = \frac{1}{2} at^2$$

$$a = 2d/(t^2)$$

$$F = m * 2d/(t^2)$$

Actual Net Thrust	(Expected Net Thrust + Force of Friction) / (Actual Net Force + Friction)	Actual Net Thrust X Impulse Duration	v = (Actual Net Thrust * Impulse duration) / Mass
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Run	Impulse Phase		Glide Phase		Time			Distance			Impulse phase				
	Start Time (s)	End time (s)	Start Time	End Time	Impulse duration	Glide Duration (s)	Total Travel time (s)	Total Distance travelled (m)	Impulse Phase Distance (m)	Glide Distance (m)	Actual Net Thrust (N)	Actual Generated Thrust (N)	% Difference in Thrust (Model vs Measured)	Actual Net Impulse (Ns)	Peak Velocity (m/s)
1	10.2	10.63	10.63	10.84	0.43	0.2	0.6	0.42	0.3	0.13	1.6	4.9	24%	0.7	1.4
2	21.05	21.53	21.53	22.15	0.48	0.6	1.1	1.60	0.7	0.91	2.9	6.3	3%	1.4	2.9
3	13.60	14.10	14.10	14.52	0.5	0.4	0.9	0.89	0.4	0.47	1.7	5.0	23%	0.8	1.7
4	12.55	13.11	13.11	13.54	0.56	0.4	1.0	1.52	0.7	0.79	2.3	5.7	13%	1.3	2.6

#### Legend

Green	Actual measurement data
Clear	Calculated from data using arithmetic
Gold	Well known value, sourced via an external source
Grey	Predicted by model
Orange	Indirect measurement: using actual data and Newton's laws of motion and motion equations