|  |  |
| --- | --- |
| Time (sec) | Radius (cm) |
| 0 | 0 |
| -1 | 2 |
| -2 | 4 |
| -3 | 6 |
| -4 | 8 |

#1

vW = 2cm/sec

vB = 1cm/sec (all dots are 1cm apart)

|  |  |
| --- | --- |
| Time (sec) | Radius (cm) |
| 0 | 0 |
| -1 | 2 |
| -2 | 4 |
| -3 | 6 |
| -4 | 8 |

#2

vW = 2cm/sec

vB = 2cm/sec (all dots are 2cm apart)

|  |  |
| --- | --- |
| Time (sec) | Radius (cm) |
| 0 | 0 |
| -1 | 2 |
| -2 | 4 |
| -3 | 6 |
| -4 | 8 |

#3

vW = 2cm/sec

vB = 3cm/sec (all dots are 3cm apart)

|  |  |
| --- | --- |
| Time (sec) | Radius (cm) |
| 0 | 0 |
| -1 | 2 |
| -2 | 4 |
| -3 | 6 |
| -4 | 8 |
| Since all circles start at one point, label each circle with its time | |

#4

vW = 2cm/sec

vB = 0cm/sec (bug is not moving so all circles are centered on one point)