

$d=rt$  [zero acceleration]

Good Stuff for  
Constant Acceleration

$$\Delta x = v_{x0}t + \frac{1}{2}at^2$$

$$\Delta x = \frac{1}{2}(v_{x0} + v_x)t$$

$$v_x = v_{x0} + at$$

$$v_x^2 = v_{x0}^2 + 2a(x - x_0)$$

**\*\*During freefall,  $a = g$ , and  $y$  may be substituted for  $x$ .**

Good Stuff for  
Free Fall

$$\Delta y = v_{y0}t - \frac{1}{2}gt^2$$

$$\Delta y = \frac{1}{2}(v_{y0} + v_y)t$$

$$v_y = v_{y0} - gt$$

$$v_y^2 = v_{y0}^2 - 2g(y - y_0)$$

**Formulas:**

$$\Delta x = x - x_0$$

$$v_{x \text{ Ave.}} = \frac{\Delta x}{\Delta t}$$

$$a = \frac{\Delta v}{\Delta t}$$

$$\Delta x = \frac{1}{2}(v_{x0} + v_x)t$$

$$v_x = v_{x0} + at$$

$$\Delta x = v_{x0}t + \frac{1}{2}at^2$$

$$v_x^2 = v_{0x}^2 + 2a(\Delta x)$$

$$\Sigma F = F_{NET} = ma$$

$$w = mg$$

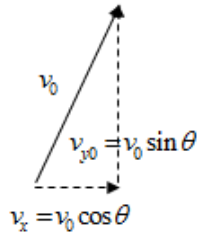
$$F_f = \mu F_N$$

$$g = 9.8 \frac{m}{s^2}$$

Good Stuff

Resolving into x & y components:

Range formula:

$$Range = \frac{v_0^2 \sin 2\theta}{g}$$


Horizontal motion:  $x = v_x t = v_0 (\cos \theta) t$

Vertical Motion:

$$y = y_0 + v_{y0}t - \frac{1}{2}gt^2 = y_0 + v_0 (\sin \theta) t - \frac{1}{2}gt^2$$

$$v_y = v_{y0} - gt = v_0 \sin \theta - gt$$

$a_{centripetal} = v^2/r$        $F_{centripetal} = mv^2/r$

$G = 6.67 \times 10^{-11} \text{Nm}^2/\text{kg}^2$

$F_{gravity} = G \left( \frac{M_1 m_1}{r^2} \right)$

$\frac{T_A^2}{T_B^2} = \frac{r_A^3}{r_B^3}$

Circumference =  $2\pi r$

$w = mg$

$W = Fd$

$P = \frac{W}{t}$

$W_{net} = \Delta KE$

$KE = \frac{1}{2}mv^2$

$\Delta PE = mgh$

$KE_{initial} + PE_{initial} = KE_{final} + PE_{final}$

$KE_{initial} + PE_{initial} + W_{nc} = KE_{final} + PE_{final}$

$PE_{spring} = \frac{1}{2}kx^2$

$F_{spring} = kx$