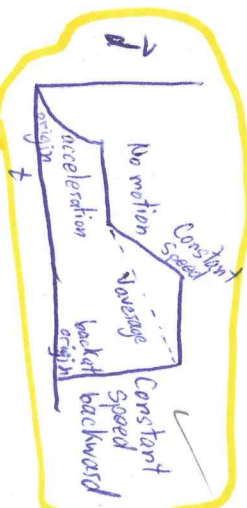


Distance and direction from one place to another

Definition
 $\vec{d} = \vec{v}t + \frac{1}{2}\vec{a}t^2$

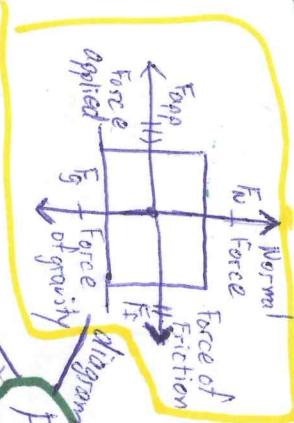


$\mu_k = \frac{F_f}{F_N}$

Unit
 Equation
 Kinetic Friction

Friction
 Definition: Once the object is moving, this equation gives you the force required to keep it in motion.

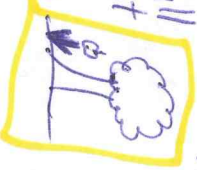
Type of Force



Coefficient of Static Friction
 $\mu_s = \frac{F_f}{F_N}$
 Definition: Force required to get an object at rest in motion.
 $F_{app} = F_f$ constant speed/no speed
 $F_{app} > F_f$ acceleration

FORCES AND MOTION

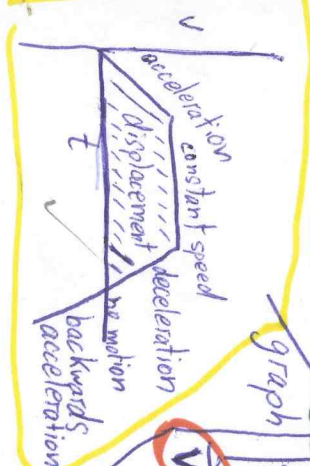
Force
 Definition: The amount of acceleration per kg of an object.
 Equation: $\vec{F} = m\vec{a}$
 Rule: Inertia: The theory that objects with greater mass require more force to start moving.



Displacement
 Unit: [m/Direction]
 Equation: $\Delta \vec{d} = \vec{v}t + \frac{1}{2}\vec{a}t^2$
 Symbol: \vec{d}
 Graph: distance vs time
 Meaning: speed and direction of an object

Acceleration
 Unit: m/s^2 [Direction]
 Equation: $\vec{a} = \frac{\Delta \vec{v}}{\Delta t}$
 Symbol: \vec{a}
 Type: Vector
 Definition: rate of change in speed and direction of an object

Gravity
 Unit: N
 Definition: Downwards pull on an object exerted by the Earth.
 Equation: $\vec{F}_g = m\vec{g}$
 Type: Vector



Velocity
 Unit: m/s [Direction]
 Equation: $\Delta \vec{v} = \frac{\Delta \vec{d}}{\Delta t}$
 Symbol: \vec{v}
 Type: Vector
 Graph: acceleration vs time

Newton's laws of Motion
 Law #1: An object at rest stays at rest and an object in motion stays in motion with the same speed and in the same direction unless acted upon by a net external force.
 Law #2: $F = ma$
 Law #3: For every action, there is an equal and opposite reaction.

Objects in motion or rest like to stay in motion or rest unless acted upon otherwise.
 $a = \frac{F}{m}$ or $F = ma$: If the force on an object increases, so does the acceleration.
 For every force there is an equal and opposite force.