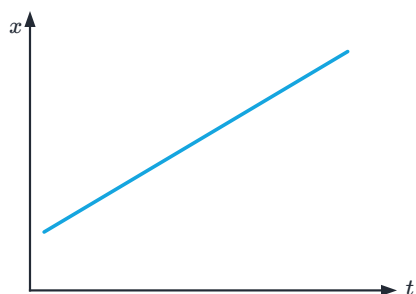


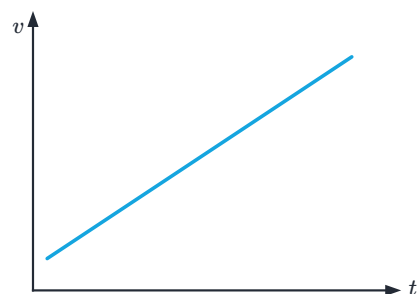
📍 Position vs time



- ✓ Slope = velocity
- ✓ Positive slope → positive velocity
- ✓ Negative slope → negative velocity
- ✓ Horizontal line → object at rest
- ✓ Curve → accelerating

$$x = x_0 + vt$$

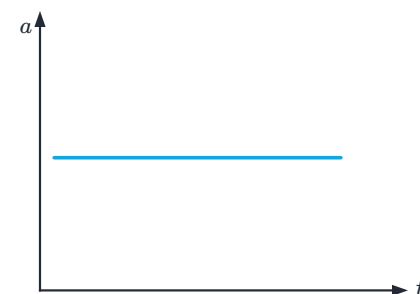
🚦 Velocity vs time



- ✓ Slope = acceleration
- ✓ Area under curve = displacement
- ✓ Horizontal line → constant velocity
- ✓ Slope up → positive acceleration
- ✓ Slope down → negative acceleration

$$v = v_0 + at$$

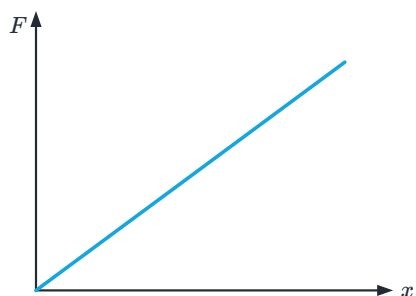
▶▶ Acceleration vs time



- ✓ Area under curve = change in velocity, Δv

$$\Delta v = \int a \, dt$$

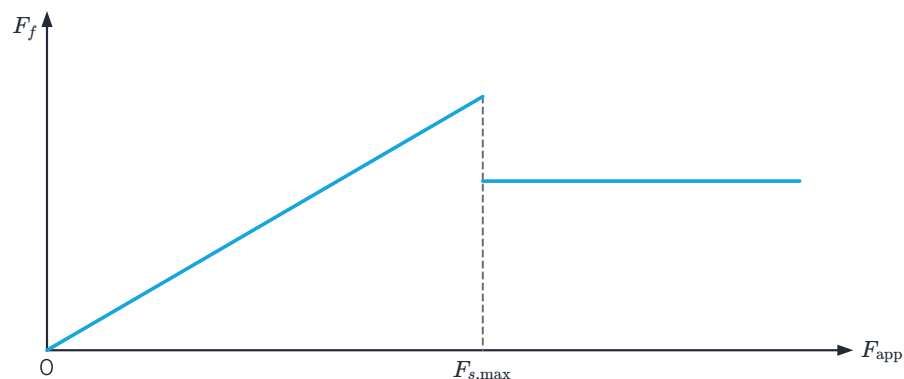
↔ Spring force vs stretch



- ✓ $F = -kx$
- ✓ Slope = k (spring constant), for the force's size kx
- ✓ Area under curve = elastic potential energy

$$U_s = \frac{1}{2}kx^2$$

👉 Friction force vs applied force



✓ Static friction

- Friction matches applied force
- Increases up to $F_{s,max}$
- Prevents motion

✓ Kinetic friction

- Once sliding, friction is approximately constant, usually below $F_{s,max}$
- $F_k = \mu_k N$