

Kinematics

- ✓ Average velocity: $v_{\text{avg}} = \frac{\Delta x}{\Delta t}$
- ✓ Constant acceleration:
 - $v = v_0 + at$
 - $x = x_0 + v_0 t + \frac{1}{2}at^2$
 - $v^2 = v_0^2 + 2a\Delta x$
 - $\Delta x = \frac{v + v_0}{2} t$
- ✓ Projectile motion:
 - $x = x_0 + v_{0x}t$
 - $y = y_0 + v_{0y}t - \frac{1}{2}gt^2$
 - $v_x = v_{0x}$
 - $v_y = v_{0y} - gt$
 - $v_{0x} = v_0 \cos \theta$
 - $v_{0y} = v_0 \sin \theta$
- ✓ Range on level ground: $R = \frac{v_0^2 \sin 2\theta}{g}$
- ✓ Average acceleration: $a_{\text{avg}} = \frac{\Delta v}{\Delta t}$
- ✓ Maximum height: $h_{\text{max}} = \frac{v_{0y}^2}{2g}$

Forces and Newton's laws

- ✓ Newton's second law: $\sum \vec{F} = m\vec{a}$
- ✓ Weight: $F_g = mg$
- ✓ Normal force: F_N is perpendicular to the surface
- ✓ Incline components:
 - $F_{g,\parallel} = mg \sin \theta$
 - $F_{g,\perp} = mg \cos \theta$
 - $F_N = mg \cos \theta$ on a simple incline
- ✓ Centripetal acceleration and force:
 - $a_c = \frac{v^2}{r}$
 - $\sum F_c = m \frac{v^2}{r}$
- ✓ Static friction: $f_s \leq \mu_s F_N$
- ✓ Kinetic friction: $f_k = \mu_k F_N$
- ✓ Spring force: $F_{\text{spring}} = -kx$
- ✓ Tension: T is the same throughout an ideal string
- ✓ Circular motion:
 - $v = \frac{2\pi r}{T}$
 - $\omega = \frac{2\pi}{T} = 2\pi f$
 - $v = \omega r$
 - $a_c = \omega^2 r$

Work, energy and power

- ✓ Work: $W = Fd \cos \theta$
- ✓ Work-energy theorem: $W_{\text{net}} = \Delta K$
- ✓ Kinetic energy: $K = \frac{1}{2}mv^2$
- ✓ Gravitational potential energy: $U_g = mgh$
- ✓ Spring potential energy: $U_s = \frac{1}{2}kx^2$
- ✓ Energy of a system: $\Delta E_{\text{system}} = W_{\text{external}}$
- ✓ With nonconservative work: $K_i + U_i + W_{\text{nc}} = K_f + U_f$
- ✓ Work done by kinetic friction: $W_{\text{friction}} = -f_k d$
- ✓ Power: $P = \frac{W}{t}$, $P = Fv \cos \theta$
- ✓ Efficiency: $\eta = \frac{\text{useful output}}{\text{input}}$