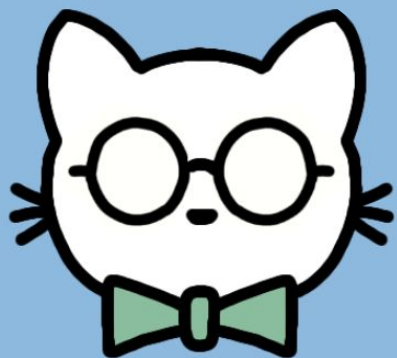


Physics Study Session



presented by: your
amazing kitty hawk
tutors!

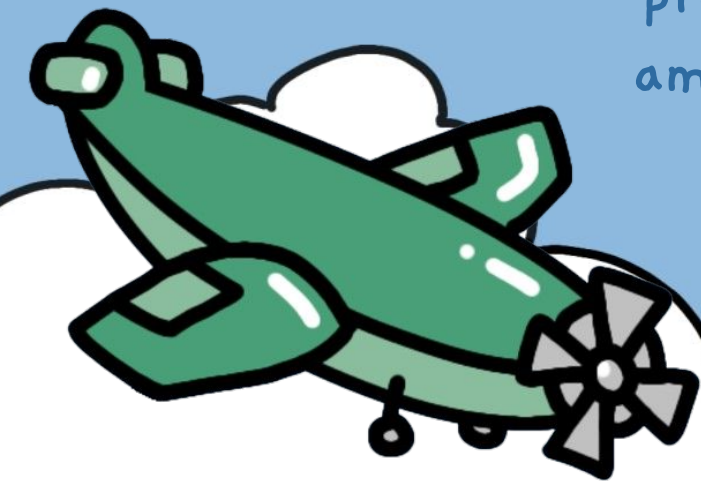


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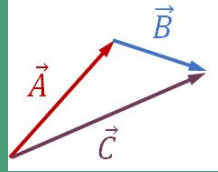
Tips/Tricks



Questions

Vector Addition and Subtraction

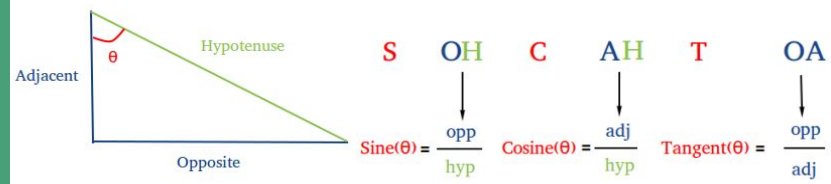
Graphical



- head-to-tail method
- adding vectors: $A+B = R$
- subtracting vectors: $A-B = A+(-B) = R$
- when solving graphically:
 - draw arrow from tail of vector A → head of vector B
 - measure magnitude with a ruler
 - measure direction with a protractor

Analytical

- SOH-CAH-TOA



- components of a vector
- resultant vector
 - sum of two or more vectors
 - Pythagorean Theorem
- Find angle of resultant vector
 - $\tan^{-1}(\text{opp/adj})$

Projectile Motion

Keywords / Main Points

- from the ground
 - $y_i = 0$
- shot horizontally
 - $v_{yi} = 0$
- maximum height
 - $v_{yf} = 0$
- hits the ground
 - $y_i / y_f = 0$
- always:
 - $t_y = t_x$
- horizontal and vertical motion are independent

Vertical Motion

- $a_y = 9.80 \text{ m/s}^2$
 - from gravity
- vertical motion is quadratic in time

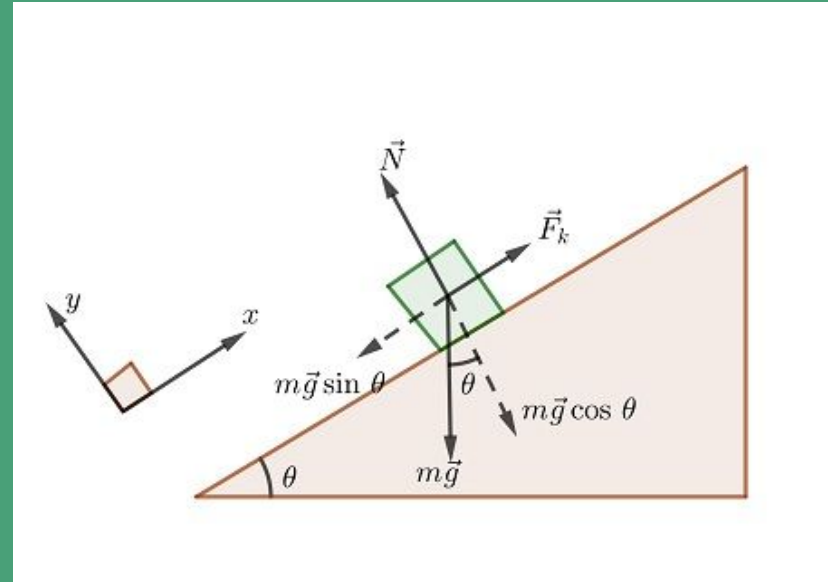
Horizontal Motion

- $a_x = 0 \text{ m/s}^2$
- horizontal velocity is constant
- horizontal motion is linear in time

Inclined Planes

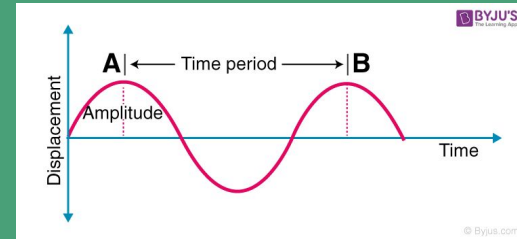
Inclined Planes

- normal force is perpendicular to the surface
- angle of plane is the same as the angle between the F_N and F_g
 - split F_g into its components
- static/kinetic friction
 - horizontal component of gravity is equal to static friction



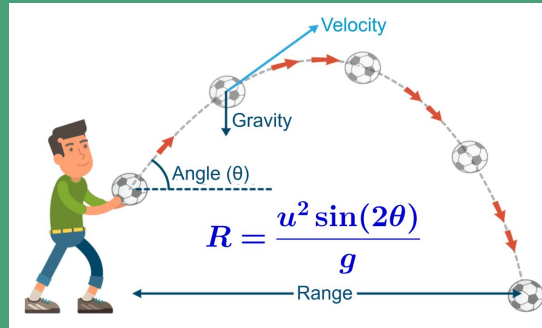
Harmonic Motion

- oscillation: moves back and forth between same positions
- periodic motion: each oscillation takes same time
- simple harmonic motion: restorative force proportional to displacement
 - Hooke's Law: $F = -k\Delta x$
- period: time for one oscillation
- frequency: oscillations per second
- period of mass on a spring: $T = 2\pi\sqrt{m/k}$
- pendulum is a pendulum bob on a string
 - simple harmonic motion if $\theta < 15^\circ$
 - period of simple pendulum: $T = 2\pi\sqrt{L/g}$



Tips and Tricks

- always think of horizontal and vertical motion separately
- some projectile problems must be separated into 2 parts
 - v_{fy} is 0 at the max height first, and when it hits the ground
- Range Formula
 - only use for level 3 problems (if you use for level 4s, you'll have to derive it)
 - $u = v$ initial



Questions?



Worksheet Time!!



BYEEEE!!

Have a super slay day!!

