

### Introduction to Physics

There are 3 ways to read in physics: reading to **know**, reading to **discover**, and reading to **understand**.

### Key Words

Often we are given information from the wording of the problem that is not directly stated. For example, if a problem tells us that an object *started from rest*, we know that the initial velocity is zero, even though the problem didn't say anything about velocity.

**If a problem says...**      **It is really telling us about...**

Beginning      Starting/Initial Velocity

From ... to ...      Starting at ... and stopping at ...

From rest      Initial velocity ( $v^i$ )

Reaches      Final (velocity, sometimes)

Freely falling      Gravity

### Scalar vs. Vector

A *scalar* is a quantity that has a magnitude only. A *vector* is a quantity with a magnitude and a direction.

**Scalar**      **Vector**

8 years old      10 kilometers east

14 days      12 miles west

3 meters      2 inches south

8 apples      5 yards north

### Conversion Tables

1 kilometer      1000 meters

1 centimeter      0.01 meter

1 gram      0.001 kilogram

### Standard Units in Physics

There are specific units that you must use when solving physics problems. If your final answer uses units other than these, it will be marked *wrong*.

**Measurement**      **Unit**      **Abbr.**

Distance      meters      m

Displacement      meters      m

Velocity      meters/second      m/s

Acceleration      meters/second<sup>2</sup>      m/s<sup>2</sup>

Force\*      newtons      N

Weight      newtons      N

Mass      kilograms      kg

Time      seconds      s

Work      joules      J

Gravity\*\*      meters/second<sup>2</sup>      9.8 m/s<sup>2</sup>

\*: see force box below for everything measured in newtons.

\*: *Gravity will always be 9.8 m/s<sup>2</sup>* unless a problem specifically mentions a zero-gravity environment (rare but possible).

### Types of Force

There are several types of forces that are all measured in newtons. It is important to remember that every force is equal to **mass times acceleration**, but certain forces have easier ways of measuring them.

$F^G$       Force of gravity      Mass  $\times$  gravity

$F^D$       Driving force       $F^G \sin \theta$

$F^F$       Force of friction       $\mu \times F^N$

$F^N$       Normal force       $F^G \cos \theta$

The website I made this cheat sheet on doesn't have a subscript option (the little letters used for things like initial velocity) so I put it in superscript instead. However, you will see it in subscript on the test, so be aware.

### Formula List

**Every formula you'll need for the class should be here!**

Area of a rectangle      length  $\times$  width

Area of a triangle       $\frac{1}{2}$  length  $\times$  width

Area of a trapezoid       $\frac{1}{2} (b^1 + b^2) \times$  height

Distance      speed  $\times$  time

Speed      distance / time

Weight ( $F^G$ )      mass  $\times$  gravity

Force (general)      mass  $\times$  acceleration

$F^D$        $F^G \times \sin \theta$

$F^N$        $F^G \times \cos \theta$

$F^F$        $\mu \times F^N$

Work      Force  $\times$  displacement

Kinetic energy       $\frac{1}{2}$  mass  $\times$  velocity<sup>2</sup>

Potential energy      mass  $\times$  gravity  $\times$  height

Centimeters to meters      cm  $\times$  0.01

Kilometers to meters      km  $\times$  1000

Acceleration       $\sqrt{v^f - v^i} / T^f - T^i$

### Kinematic Formulas

$\Delta x = v^f^2 - v^i^2 / 2a$       No t

$v^f = v^i + at$       No  $\Delta x$

$\Delta x = v^i t + \frac{1}{2}at^2$       No  $v^f$

$\Delta x = (v^f + v^i / 2) \times t$       No a