

Physics

experimental science
study of the physical world (*interactions between energy and matter*)

Models, Theories, and Laws

Model	analogy representation of a phenomena in terms of something else we are familiar with
Theory	more detailed gives quantitatively testable predictions
Law	concise, general statement of nature behavior

Classical Physics

Acoustics	sound & sound propagation
Electromagnetism	electricity
Mechanics	object's state of motion
Optics	light and color
Thermodynamics	heat

Modern Physics

Nuclear/Atomic	nuclear power plants
Quantum	matter & energy at fundamental lvl
Relativity	focused on Einstein's study
Condensed Matter	substances in their solid state
Plasma	superheated matter
Low Temperature	

Filipino Physicists

Christopher & Ma. Victoria Bernido	teaching physics, innovative way
Caesar Saloma, PhD	optics contributions
Fr. Jose Ramon Villarin, SJ	atmospheric science contributions
Reinabelle Reyes, PhD	astrophysicist, data scientist confirmed Einstein's Theory of Relativity
Reginald Christian Bernardo, PhD	first homegrown gravitational scientist
Jacquiline Romero PhD	experimental quantum information expert

Measurement

End all measurements with first uncertain digit

Plastic Ruler	piece of plastic uncertainty: ± 0.5
Vernier Caliper	more accurate than ruler used on rings always 3 decimal places can measure depth of hole uncertainty ± 0.025
Micrometer	more accurate than ruler and caliper one revolution: ± 0.500 uncertainty: ± 0.005

Significant Figures Rules

all nonzero digits are significant	5, 121, 859	6 SigFigs
zeros between nonzero digits are significant	5, 101, 009	6 SF
zeros before first nonzero digit are not sig	0.0051	2 SF

Significant Figures Rules (cont)

trailing zeros after decimal point are sig	5.0000	5 SF
trailing zeros without decimal point are not sig	500	1 SF

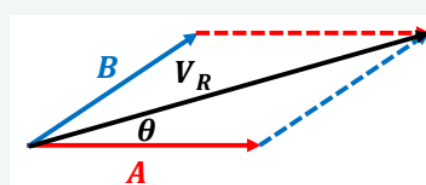
Vectors and Scalars

Scalar Quantities	magnitude only, no direction distance, speed, time
Vector Quantities	magnitude + direction displacement, velocity, acceleration

Vector Additions

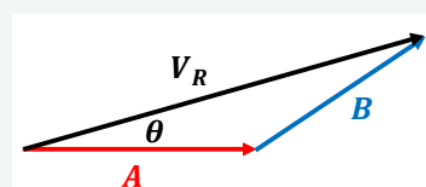
Graphical Method	parallelogram head-to-tail
Mathematical Method	law of sines and cosines supported by graphical method

Parallelogram Method



initial points coincide, V_R represents resultant vector

Head to Tail Method



uses the Pythagorean theorem



By [cheatography_brniz](#)
(PleaseSimplifyThings)

Not published yet.
Last updated 3rd September, 2023.
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