

System Types

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|-----------------|-------------------------------------------------|
| open system | can gain and lose mass and energy |
| closed system | a system that does not gain nor lose mass |
| Isolated system | a system that does not exchange mass nor energy |

Momentum and Impulse

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|------------------------------------------------------------------------|--------------------------------------|
| impulse (I) | $I \text{ or } \Delta P = F\Delta t$ |
| impulse unit | N.s |
| Location on a graph | under the Force - Time curve |
| Momentum | $P = mv$ |
| Law of Conservation Of Momentum | $m_1v_1 + m_2v_2 = (m_1+m_2)v$ |
| <i>in any closed or isolated system, the momentum is conserved</i> | |
| <i>impulse is the change in momentum, so $I = \Delta P$</i> | |

Kinetic Energy

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|---------------------|---------------------------------------------------------|
| KE Formula | $KE = (1/2)mv^2$ |
| work-energy theorem | work is equal to the change in KE ($W = KE_f - KE_i$) |

Potential Energy

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|--------------------------------|---------------------------------------------------------------------------------------|
| Gravitational Potential Energy | energy stored as a result of the gravitational attraction of the earth on the object |
| Formula | $PE = mgh$ |
| Elastic Potential Energy | the energy stored in elastic materials as a result of their stretching or compressing |

Machines

| | |
|-------------------------------|------------------------------------------------------------------------------------|
| Simple Machine | a machine that makes work easier by changing the value of force or its direction |
| compound machine | a device that uses multiple simple machines |
| Mechanical advantage | F_r / F_e (resistance force / effort force) |
| Ideal Mechanical Advantage | d_e / d_r (effort displacement / resistance displacement) |
| Compound Mechanical Advantage | the product of the MA of its simple machine components |
| Efficiency | $(W_{\text{output}} / W_{\text{input}}) \times 100\%$ or $(MA / IMA) \times 100\%$ |

Machines (cont)

| | |
|--------------------------|------------------------------------------------|
| Types of simple machines | pulley - lever - wedge - incline plane - screw |
|--------------------------|------------------------------------------------|

Collision Types

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|-----------------------------------------------------------------|-----------------------------------------------------------------------|
| Inelastic collision | the kinetic energy after the collision is less than it originally was |
| elastic collision | the kinetic energy remains the same after the collision |
| super elastic collision | the kinetic energy increases after the collision |
| <i>kinetic energy decreases when the objects stick together</i> | |

Work

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|-----------------------|------------------------------------------------------------------|
| Work | the translation of energy in mechanical ways |
| Work Formula | $Fd\cos(\theta)$ |
| Work Unit | J |
| Location on graph | under the force - displacement curve |
| Work done by Friction | $-f_k \times d$ |
| Work done by Gravity | mgd |
| Work = 0 | when the force is perpendicular to the displacement (90 degrees) |
| W is positive | if the work is done on the system |
| W is negative | if the work is done by the system |

Mechanical Energy

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|-------------------|-----------------------------------------------|
| mechanical energy | the sum of the potential and kinetic energies |
|-------------------|-----------------------------------------------|

Power

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|------------|---------------------------|
| Power | $P = W/t$ |
| Power Unit | Watt = $kg \cdot m^2/s^3$ |

