8.01L SUMMARY OF EQUATIONS

Note: Quantities shown in **bold** revectors.

 $\mathbf{v} = d\mathbf{r}/dt$ $\mathbf{a} = d\mathbf{v}/dt$

For constant acceleration **a**, if at t = 0 **r** \square **r**0 and **v** \square **v**0: **v** = **v**₀ + **a**t**r** = **r**₀ + **v**₀ $t + \frac{1}{2}$ **a** t^2

Adding relative velocities ("wrt" is short for "with respect to"): $\mathbf{v}_{A} + \mathbf{v}_{B} = \mathbf{v}_{A}$

 $\sum \mathbf{F} = 0 \iff \mathbf{a} = 0$ (static equilibrium)

Physical Constants:

 $g = 9.8 \text{ m/s}^2$ Use the approximate value $g = 10 \text{ m/s}^2$ where told to do so. <u>Conversion reminder:</u>

 π radians = 180°

<u>Lazy Physicist 's Favorite Angle:</u> (to be used when calculators are not allowed): 36.9° and 53.1° are the angles of a 3-4-5 right triangle so: $sin(36.9^\circ) = cos(53.1^\circ) = 0.60$ $cos(36.9^\circ) = sin(53.1^\circ) = 0.80$

Solution to a Quadratic Equation: If $ax^2 + bx + c = 0$ then $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$