

## POSSIBLY USEFUL INFORMATION

### Conversions and Constants:

$$\begin{array}{llll}
 1000 \text{ m} = 1 \text{ km} & 100 \text{ cm} = 1 \text{ m} & 1000 \text{ mm} = 1 \text{ m} & 1 \text{ mL} = 1 \text{ cm}^3 \\
 1 \text{ Newton (N)} = 1 \frac{\text{kg} \cdot \text{m}}{\text{s}^2} & 1 \text{ Joule (J)} = 1 \text{ N} \cdot \text{m} & 1 \text{ Watt (W)} = 1 \frac{\text{J}}{\text{s}} \\
 g = 10 \frac{\text{m}}{\text{s}^2} & G = 6.67 \times 10^{-11} \frac{\text{N} \cdot \text{m}^2}{\text{kg}^2} & \Delta = \text{“change in...”}
 \end{array}$$

### Mechanics:

Position / Path / Displacement  $\Delta x = x_{\text{final}} - x_{\text{initial}}$

Average Speed / Average Velocity  $s_{\text{ave}} = \frac{\text{Path}}{\text{Time}}$   $v_{\text{ave}} = \frac{\text{Displacement}}{\text{Time}} = \frac{\Delta x}{\Delta t}$

Average acceleration / Free Fall ( $a = g$ )  $a_{\text{ave}} = \frac{\Delta v}{\Delta t}$   $v = at$   $d = \frac{1}{2}at^2$

Inertia / Forces / Weight / Mass  $F_{\text{net}} = ma$   $\text{Weight} = mg$

Momentum / Impulse  $p = mv$   $\Delta p = \Delta(mv) = F\Delta t$

Conservation of Momentum / Collisions  $p_{\text{final}} = p_{\text{initial}}$  (for a system)

Kinetic Energy / Gravitational Potential Energy  $KE = \frac{1}{2}mv^2$   $GPE = mgh$

Energy / Conservation of Energy  $E = KE + GPE$   $E_{\text{final}} = E_{\text{initial}}$

Work / Power  $W = (F_{\text{parallel}})\Delta x = \Delta KE$   $P = \frac{\Delta E}{\Delta t}$

Centripetal Force / Torque  $F = \frac{mv^2}{r}$   $\tau = (F_{\text{perpendicular}}) \times d = F \times (\text{Lever Arm})$

Universal Gravitation  $F = \frac{Gm_1m_2}{d^2}$   $g = \frac{GM}{d^2}$   $F = \frac{Gm_1m_2}{d^2}$

Projectile/Satellite Motion  $d_v = \frac{1}{2}gt^2$   $d_h = v_h t$   $T^2 = \frac{4\pi^2}{GM}d^3$

### Waves & Sound:

Frequency / Wave Speed  $f = \frac{1}{T}$   $v_{\text{wave}} = \lambda f$

Doppler Effect  $f_{\text{perceived}} = f_{\text{source}} \left( \frac{v \pm v_{\text{obs}}}{v \mp v_{\text{source}}} \right)$