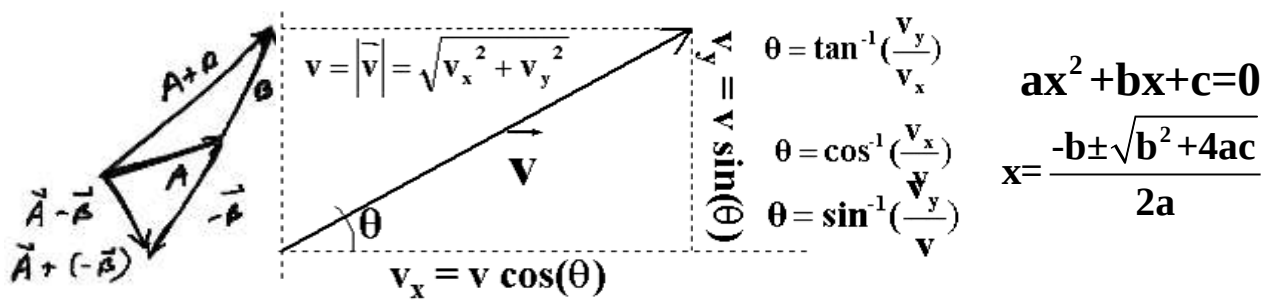




$$\vec{v} = \frac{\Delta \vec{r}}{\Delta t} \quad \vec{a} = \frac{\Delta \vec{v}}{\Delta t}$$

1D

$$\Delta x = x_f - x_i$$

$$\Delta v = v_f - v_i$$

$$a = \Delta v / \Delta t$$

$$\Delta x = \bar{v} \Delta t$$

a = constant

$$\bar{v} = (v_f + v_i) / 2$$

$$v = v_o + at$$

$$x = x_o + v_o t + \frac{1}{2} at^2$$

$$v^2 - v_o^2 = 2 a (x - x_o)$$

2D

$$x \rightarrow x, y \quad x_o \rightarrow x_o, y_o$$

$$v \rightarrow v_x, v_y \quad v_o \rightarrow v_{ox}, v_{oy}$$

$$a \rightarrow a_x, a_y$$

NL

$$\vec{F}_{\text{tot}} = m \vec{a}$$

Defining the system



Grouping masses

Identifying F – reaction F



Going around corners consistently

