Constant Acceleration

$$d = d_0 + v_0 t + \frac{1}{2}at^2$$

$$v = v_0 + at$$

$$v^2 = v_0^2 + 2a(\Delta x)$$

Projectile Motion

$$\begin{aligned} v_x(t) &= v_{x0} = v_0 \cos \theta_0 \\ x(t) &= x_0 + v_0 \cos(\theta_i)t \\ v_y(t) &= v_0 \sin \theta_i - gt \\ y(t) &= y_0 + v_0 \sin(\theta_i)t + \frac{1}{2}at^2 \\ v &= v_{0y} - gt \\ v^2 &= v_y^2 - 2ad \end{aligned}$$

Vectors with angles

$$A_x = A \cos \theta$$

$$A_y = A \sin \theta$$

$$\tan \theta = \frac{A_y}{A_x}$$

$$\theta = \arctan \frac{A_y}{A_x}$$

Angular Velocity

$$s = r\theta$$

$$v = r\omega$$

$$v = \frac{2\pi r}{T}$$

$$\omega = \frac{v}{r}$$

$$\omega = \frac{d\theta}{dt} = \frac{2\pi}{T}$$

$$T = \frac{2\pi r}{v}$$

Angular Acc.

```
r = radius
\alpha = \operatorname{acceleration}\left(\frac{rad}{\varsigma^2}\right)
\omega = \text{velocity } (\frac{rad}{s})
s =  arc   length
s = s_0 + v_0 t + \frac{1}{2}at^2
\theta = \theta_0 + \omega_0 t + \frac{1}{2}\alpha t^2
\Delta\theta = \omega_0 t + \frac{1}{2}\alpha \bar{t}^2
\Delta\theta = \frac{w_f^2 - w_0^2}{2c}
v_f = r\omega
v_f^2 = v_0^2 + 2a(\Delta s)
\dot{\omega_f^2} = \omega_0^2 + 2\alpha(\Delta\theta)
\omega_f = \omega_0 + \alpha \Delta t
a_c = \frac{v_f^2}{r} \text{ (centripetal)}

a_r = \omega^2 r
a_t = r\alpha (tangential)
\begin{array}{l} v_{ang} = \frac{r}{T} \\ a_{ang} = \frac{v_{ang}}{T} \end{array}
a_{total} = \sqrt{a_t^2 + a_c^2}
```

Friction

$$\begin{aligned} a &= \frac{f_{net}}{m} \\ \mu mg &= ma \\ \overrightarrow{F_{net}} &= \sum \overrightarrow{F_x} - \overrightarrow{F_k} \\ \sum F_x &= ma = T - f_k \\ \sum F_y &= n - mg = 0 \\ \sum F_x &= F_{(s|k)} - mg \sin \theta \\ F_k &= \mu_k mg \end{aligned}$$

Newton's Laws

$$F = ma$$

$$\sum F = T - mg = ma$$

$$\sum F = ma + mg$$

$$\sum F = \frac{T - F_k}{m}$$

$$\sum F_{m_a + m_b} = (m_a + m_b)a$$

$$\sum F_x = T_1 \sin \theta_1 + T_2 \sin \theta_2$$

$$\sum F_y = T_1 \cos \theta_1 + T_2 \cos \theta_2$$

Misc. Equations

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$