

# TURBO

*Created by students, for students*

## Units and Dimensions

Class 11 Physics • Complete Formula Sheet

Sr.	Concept	Formulas	Other Information
1	Classification	Physical quantities are classified as: <b>Fundamental:</b> Independent of other quantities <b>Derived:</b> Dependent on other quantities	Examples of derived quantities: (1) Area (2) Force (3) Density
2	Fundamental quantities and their SI units	<b>Physical Quantity - Unit - Symbol</b> Length - metre - m Mass - kilogram - kg Time - second - s Temperature - kelvin - K Electric current - ampere - A Luminous intensity - candela - cd Amount of substance - mole - mol	These 7 quantities form the foundation of SI system
3	Relation between magnitude, numerical value and unit	$n_1 u_1 = n_2 u_2 = \text{constant}$ Or, $nu = \text{constant}$	$n$ = numerical value $u$ = size of unit Product remains constant when unit changes
4	Supplementary quantities and their SI units	<b>Plane angle:</b> Radian (rad) $d\theta = \frac{ds}{r}$ <b>Solid angle:</b> Steradian (sr) $d\Omega = \frac{dA}{r^2}$	$r$ = radius $ds$ = arc length $dA$ = subtended area
5	Dimensional representation	$[M]$ → for mass $[L]$ → for length $[T]$ → for time $[A]$ → for electric current $[K]$ or $[\Theta]$ → for temperature $[cd]$ → for luminous intensity $[mol]$ → for amount of substance	Square brackets denote dimensions of a physical quantity
6	Principle of Homogeneity	Only physical quantities having same dimension can be added or subtracted. For example: $A + B = C - D$ The quantities $A, B, C$ , and $D$ have the same dimension.	Dimensions must match on both sides of equation
7	Converting physical quantity from one system to other	If dimension is $[M^a L^b T^c]$ , then: $n_2 = n_1 \left[ \frac{M_1}{M_2} \right]^a \left[ \frac{L_1}{L_2} \right]^b \left[ \frac{T_1}{T_2} \right]^c$	$n_1$ = numerical value in 1st system $n_2$ = numerical value in 2nd system $M_1, L_1, T_1$ = units in 1st system $M_2, L_2, T_2$ = units in 2nd system
<b>Significant Figures Rules</b>			

Sr.	Concept	Formulas	Other Information
8	Rules to find significant figures (SF)	<p><b>Rule I:</b> All non-zero digits are significant. e.g. 1984 has 4 SF.</p> <p><b>Rule II:</b> All zeros between two non-zero digits are significant. e.g. 10806 has 5 SF.</p> <p><b>Rule III:</b> Zeros to left of first non-zero digit are not significant. e.g. 00108 has 3 SF.</p> <p><b>Rule IV:</b> For numbers <math>&lt; 1</math>, zeros right of decimal but left of first non-zero are not significant. e.g. 0.002308 has 4 SF.</p> <p><b>Rule V:</b> Trailing zeros in number with decimal are significant. e.g. 01.080 has 4 SF.</p> <p><b>Rule VI:</b> Trailing zeros without decimal may not be significant. e.g. 010100 has 3 SF.</p> <p><b>Rule VII:</b> For <math>x \times 10^A</math>, SF determined by value of <math>x</math> only.</p>	In multiplication/division, result has same SF as smallest number of SF in factors. e.g. $2.4 \times 3.65 = 8.8$ (2 SF)

### Rounding Off Rules

9	Rounding off	<p><b>Rule I:</b> If digit <math>&gt; 5</math>, increase preceding digit by 1. e.g. <math>6.87 \rightarrow 6.9</math></p> <p><b>Rule II:</b> If digit <math>&lt; 5</math>, leave preceding digit unchanged. e.g. <math>3.94 \rightarrow 3.9</math></p> <p><b>Rule III:</b> If digit <math>= 5</math>, increase preceding if odd, leave if even. e.g. <math>14.35 \rightarrow 14.4</math> and <math>14.45 \rightarrow 14.4</math></p>	These rules minimize rounding errors in calculations
10	Significant figures for addition & subtraction	<p>Answer equals smallest number of decimal places in original numbers.</p> <p><b>Example:</b>  <math>3.1421 + 0.241 + 0.09 = 3.4731</math>      Since 0.09 has 2 decimal places, answer = 3.47</p>	Focus on decimal places, not total SF
11	Significant figures for multiplication & division	<p>Answer equals smallest number of significant figures in any original number.</p> <p><b>Example:</b>  <math>51.028 \times 1.31 = 66.84668</math>      Since 1.31 has 3 SF, answer = 66.8</p>	Focus on total SF, not decimal places

### Measuring Instruments

12	Least Count (Vernier Caliper)	$\text{Least Count} = 1 \text{ MSD} - 1 \text{ VSD}$ $\text{LC} = 1 \text{ MSD} - \frac{1 \text{ MSD}}{n} = \frac{1 \text{ MSD}(n-1)}{n}$	If $n$ VSD coincides with $(n-1)$ MSD Then: $1 \text{ VSD} = \frac{(n-1) \text{ MSD}}{n}$ MSD = Main Scale Division VSD = Vernier Scale Division
13	Total reading (Vernier Caliper)	$\text{Total Reading} = \text{MSR} + (\text{Coinciding VSD} \times \text{LC})$ $\text{TR} = \text{MSR} + \text{VSR} = \text{MSR} + (n \times \text{VC})$	$n = n^{\text{th}}$ division of vernier scale coinciding with main scale MSR = Main Scale Reading VC = Vernier Constant (LC)
14	Screw Gauge	$\text{Pitch} = \frac{\text{Distance moved in rotation}}{\text{No. of full rotations}}$ $\text{Least Count} = \frac{\text{Pitch}}{\text{Total divisions on circular scale}}$	Pitch is distance moved by screw in one complete rotation
15	Total reading (Screw Gauge)	$\text{Total Reading} = \text{L.S.R.} + \text{C.S.R.}$ $\text{L.S.R.} = \text{Linear Scale Reading} = N \text{ (pitch)}$ $\text{C.S.R.} = \text{Circular Scale Reading} = n \times \text{L.C.}$ $\therefore \text{TR} = N + n \times (\text{L.C.})$	$n = \text{division of circular scale coinciding with linear scale line}$

Sr.	Concept	Formulas	Other Information
16	Zero Error in Screw Gauge	<b>Negative Zero Error:</b> Zero of circular scale is below reference line <b>Positive Zero Error:</b> Zero of circular scale is above reference line Correct reading = (Reading) – (zero error)	Always subtract zero error from measured reading
17	Zero Error in Vernier Caliper	<b>Positive:</b> Zero of vernier scale is to right of main scale zero <b>Negative:</b> Zero of vernier scale is to left of main scale zero	Positive error: subtract Negative error: add
<b>Error Analysis</b>			
18	Absolute Error ( $\Delta a$ )	Absolute Error = True Value – Measured Value $\Delta a = a_T - a$ Mean absolute error: $\Delta a_{\text{mean}} = \frac{\Delta a_1 + \Delta a_2 + \dots + \Delta a_n}{n} = \frac{1}{n} \sum_{i=1}^n \Delta a_i$	$a_T$ = True (accepted) value $a$ = Measured value $n$ = number of measurements
19	Percentage Error	Percentage Error = Relative Error $\times$ 100% Percentage Error = $\frac{\text{Mean Absolute Error}}{\text{True Value}} \times 100\%$	Relative Error = $\frac{\Delta a_{\text{mean}}}{a_T}$
20	Calculation of percentage errors (All Cases)	<b>Operation - Formula - Max % Error</b> <b>Sum:</b> $Z = A + B$ $\frac{\Delta Z}{Z} \times 100 = \left( \frac{\Delta A + \Delta B}{A+B} \right) \times 100$ <b>Difference:</b> $Z = A - B$ $\frac{\Delta Z}{Z} \times 100 = \left( \frac{\Delta A + \Delta B}{A-B} \right) \times 100$ <b>Product:</b> $Z = A \times B$ $\frac{\Delta Z}{Z} \times 100 = \left( \frac{\Delta A}{A} + \frac{\Delta B}{B} \right) \times 100$ <b>Division:</b> $Z = \frac{A}{B}$ $\frac{\Delta Z}{Z} \times 100 = \left( \frac{\Delta A}{A} + \frac{\Delta B}{B} \right) \times 100$ <b>Power:</b> $Z = A^n$ $\frac{\Delta Z}{Z} \times 100 = n \left( \frac{\Delta A}{A} \right) \times 100$	$A, B$ = values of different physical quantities $\Delta A, \Delta B$ = absolute errors For product/division: errors add For power: multiply by exponent
21	Combination of errors (General rule)	If $Z = \frac{A^p B^q}{C^r}$ , then maximum fractional error: $\frac{\Delta Z}{Z} = p \frac{\Delta A}{A} + q \frac{\Delta B}{B} + r \frac{\Delta C}{C}$ Percentage error: $\frac{\Delta Z}{Z} \times 100 = p \left( \frac{\Delta A}{A} \right) \times 100 + q \left( \frac{\Delta B}{B} \right) \times 100 + r \left( \frac{\Delta C}{C} \right) \times 100$	$p, q, r$ = powers of variables Errors in product/quotient are additive when expressed as relative/percentage errors