

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: Fundamental: Independent of other quantities Derived: Dependent on other quantities	Examples of derived quantities: (1) Area (2) Force (3) Density
2	Fundamental quantities and their SI units	Physical Quantity - Unit - Symbol 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	Plane angle: Radian (rad) $d\theta = \frac{ds}{r}$ Solid angle: 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 [Θ] → 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
Significant Figures Rules			

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8	Rules to find significant figures (SF)	<p>Rule I: All non-zero digits are significant. e.g. 1984 has 4 SF.</p> <p>Rule II: All zeros between two non-zero digits are significant. e.g. 10806 has 5 SF.</p> <p>Rule III: Zeros to left of first non-zero digit are not significant. e.g. 00108 has 3 SF.</p> <p>Rule IV: For numbers < 1, zeros right of decimal but left of first non-zero are not significant. e.g. 0.002308 has 4 SF.</p> <p>Rule V: Trailing zeros in number with decimal are significant. e.g. 01.080 has 4 SF.</p> <p>Rule VI: Trailing zeros without decimal may not be significant. e.g. 010100 has 3 SF.</p> <p>Rule VII: For $x \times 10^A$, SF determined by value of x 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>Rule I: If digit > 5, increase preceding digit by 1. e.g. $6.87 \rightarrow 6.9$</p> <p>Rule II: If digit < 5, leave preceding digit unchanged. e.g. $3.94 \rightarrow 3.9$</p> <p>Rule III: If digit $= 5$, increase preceding if odd, leave if even. e.g. $14.35 \rightarrow 14.4$ and $14.45 \rightarrow 14.4$</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>Example: $3.1421 + 0.241 + 0.09 = 3.4731$ 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>Example: $51.028 \times 1.31 = 66.84668$ Since 1.31 has 3 SF, answer = 66.8</p>	Focus on total SF, not decimal places
Measuring Instruments			
12	Least Count (Vernier Caliper)	$\text{Least Count} = 1 \text{ MSD} - 1 \text{ VSD}$ $\text{LC} = 1 \text{ MSD} - \frac{1 \text{ MSD}}{n} = \frac{1 \text{ MSD}(n-1)}{n}$	<p>If n VSD coincides with $(n - 1)$ MSD</p> <p>Then: $1 \text{ VSD} = \frac{(n-1) \text{ MSD}}{n}$</p> <p>MSD = Main Scale Division VSD = Vernier Scale Division</p>
13	Total reading (Vernier Caliper)	<p>Total Reading = MSR + (Coinciding VSD \times LC)</p> <p>TR = MSR + VSR = MSR + ($n \times$ VC)</p>	<p>$n = n^{\text{th}}$ division of vernier scale coinciding with main scale</p> <p>MSR = Main Scale Reading VC = Vernier Constant (LC)</p>
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)	<p>Total Reading = L.S.R. + C.S.R.</p> <p>L.S.R. = Linear Scale Reading = N (pitch)</p> <p>C.S.R. = Circular Scale Reading = $n \times$ L.C.</p> <p>$\therefore \text{TR} = N + n \times (\text{L.C.})$</p>	n = division of circular scale coinciding with linear scale line

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16	Zero Error in Screw Gauge	Negative Zero Error: Zero of circular scale is below reference line Positive Zero Error: 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	Positive: Zero of vernier scale is to right of main scale zero Negative: Zero of vernier scale is to left of main scale zero	Positive error: subtract Negative error: add
Error Analysis			
18	Absolute Error (Δa)	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)	Operation - Formula - Max % Error Sum: $Z = A + B$ $\frac{\Delta Z}{Z} \times 100 = \left(\frac{\Delta A + \Delta B}{A + B} \right) \times 100$ Difference: $Z = A - B$ $\frac{\Delta Z}{Z} \times 100 = \left(\frac{\Delta A + \Delta B}{A - B} \right) \times 100$ Product: $Z = A \times B$ $\frac{\Delta Z}{Z} \times 100 = \left(\frac{\Delta A}{A} + \frac{\Delta B}{B} \right) \times 100$ Division: $Z = \frac{A}{B}$ $\frac{\Delta Z}{Z} \times 100 = \left(\frac{\Delta A}{A} + \frac{\Delta B}{B} \right) \times 100$ Power: $Z = A^n$ $\frac{\Delta Z}{Z} \times 100 = n \left(\frac{\Delta A}{A} \right) \times 100$	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