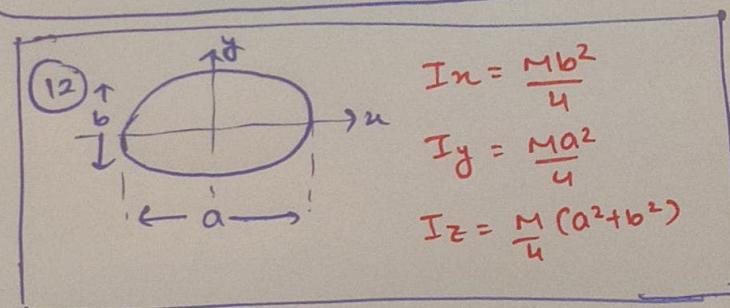
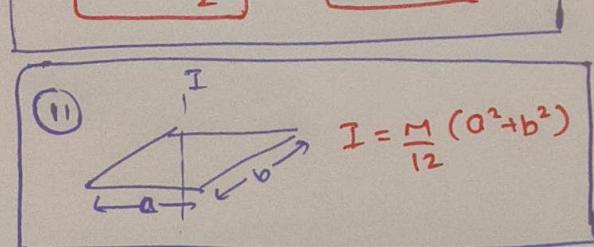
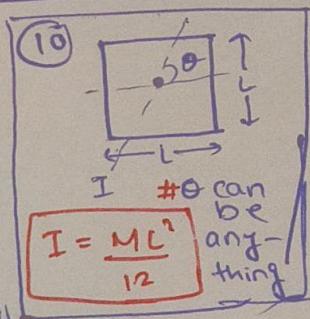
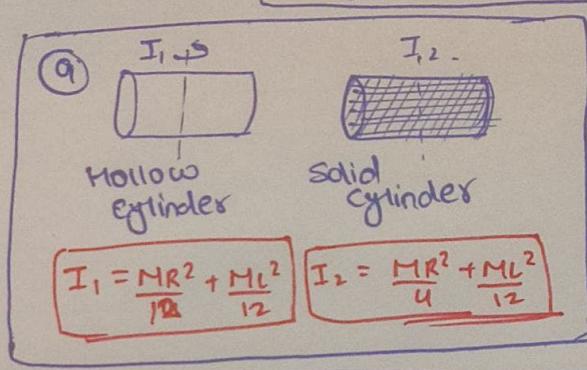
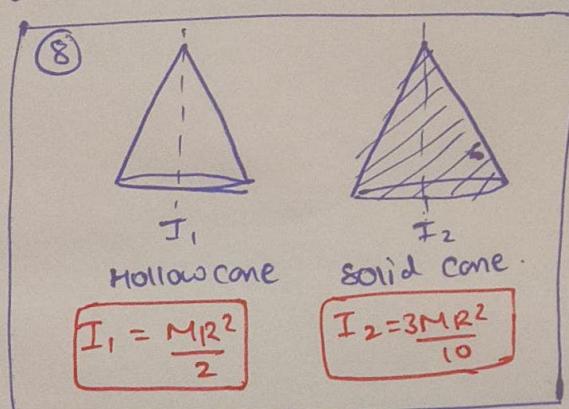
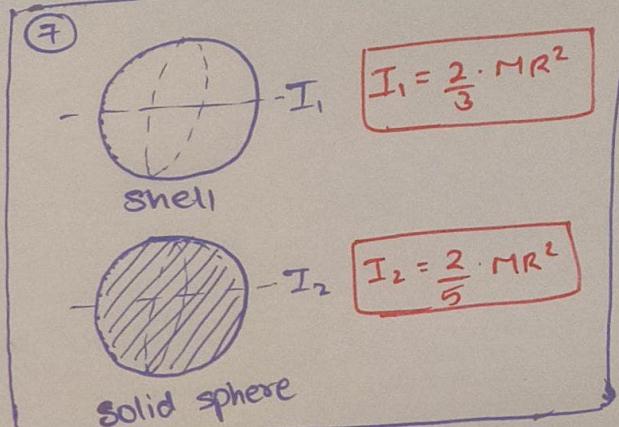
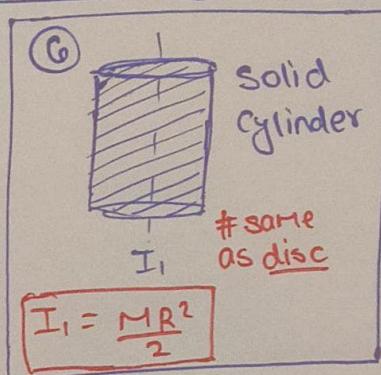
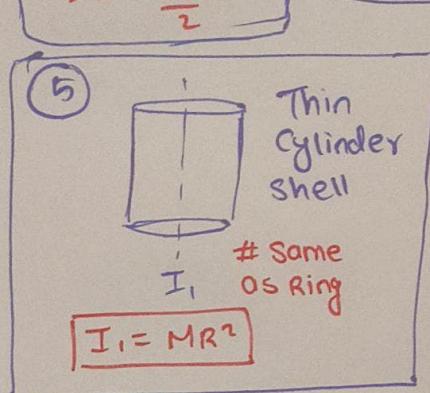
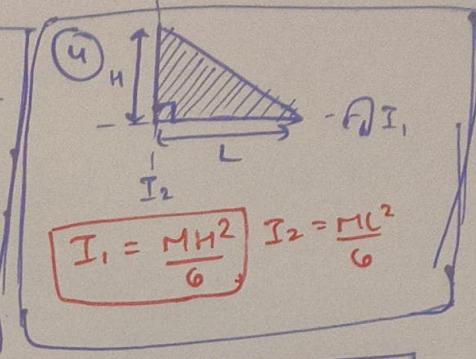
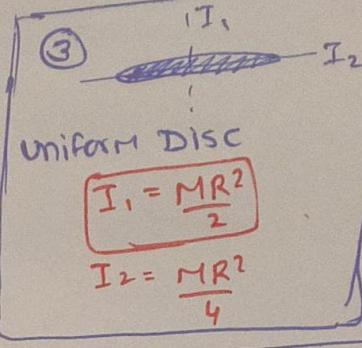
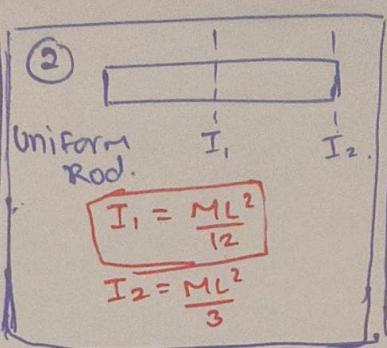
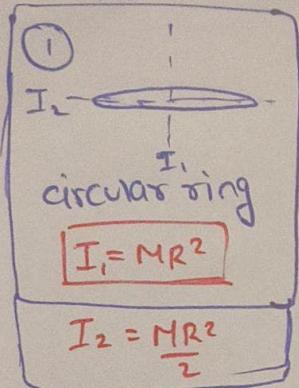


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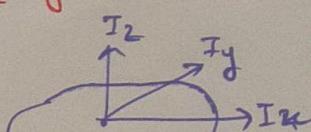


③ MAIN LAWS -

① Parallel Axis theorem

$I' = I_{\text{com}} + md^2$.
(If axis shift is parallel)

② T Axis Theorem.
(only 4 1D + 2D bodies)



$$I_z = I_x + I_y$$

③ MOI of object w/ cavity

$$I_1 = I - I_2$$

I_1 = Actual MOI of object w/ cavity
 I = MOI of object w/o cavity
 I_2 = MOI of cavity