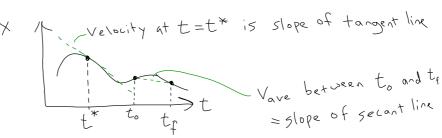
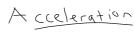
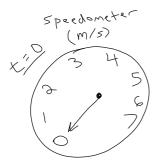
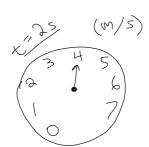
$$V_{\text{ave}} = \frac{1}{x^t - x^i}$$
 $V = \frac{dx}{dt}$

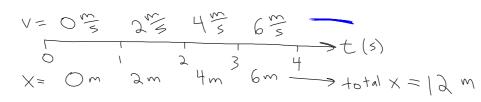


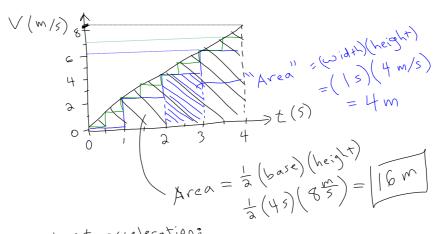












for constant accelerations

$$X = Area under V vs. t curve$$

$$= \frac{1}{2}(t)(at) = \frac{1}{2}at^{2}$$

For constant acceleration

$$V_f = V_i + at$$

$$X_f = X_i + V_i t + \frac{1}{2} at^2$$

$$X_f = X_i + \frac{1}{2} (V_i + V_f) t$$

$$V_f^2 = V_i^2 + \lambda a (X_f - X_i)$$

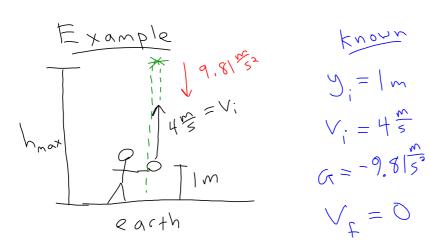
Example

$$t > 0$$
 onls

 $V = 0$ $V = V + at$
 $V = 0$ $V = 0$ $V = V + at$
 $V = 0$ $V =$

Free fall

Near the surface of the earth, objects in free fall accelerate downwards with constant acceleration $a_g = 9.81 \, \text{m/s}^2$. X tip: be careful w/ sign convention.



known unknown don't care

$$y = 1m$$
 $y = 1m$
 y

$$Q_{3} = H_{3} + 5(-3.81)(2t - 1)$$

$$A_{3} = A_{3} + 5(-3.81)(2t - 1)$$

$$A_{4} = A_{3} + 5(-3.81)(2t - 1)$$