

# FORMULARIO FISICA

## CINEMATICA:

### MOTO UNIFORME ( $a = 0$ )

$$x(t) = x_0 + v_0 t \rightarrow \text{SPAZIO}$$

### MOTO UNIFORMEMENTE ACCELERATO ( $a = \text{cost}$ )

$$v(t) = v_0 + at \rightarrow \text{VELOCITA' (IN RELAZIONE AL TEMPO)}$$

$$x(t) = x_0 + v_0 t + \frac{1}{2} at^2 \rightarrow \text{SPAZIO}$$

$$v(t)^2 = v_0^2 + 2a(x - x_0) \rightarrow \text{VELOCITA' (IN RELAZIONE AL TEMPO)}$$

### MOTO ACCELERATO NON-UNIFORME

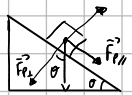
$$v(t) = v_0 + \int_0^t a(t) dt \rightarrow \text{VELOCITA' AL TEMPO } t$$

## DINAMICA:

$$F = m \cdot a$$

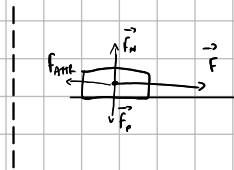


### PIANO INCLINATO:



$$\begin{aligned} \vec{F}_p &= \vec{F}_{p||} + \vec{F}_{p\perp} \\ \vec{F}_{p||} &= mg \cdot \sin \theta \hat{i} \\ \vec{F}_{p\perp} &= mg \cdot \cos \theta \hat{j} \\ \vec{F}_N &= F_N \hat{i} \end{aligned}$$

### ATTRITO



PER INIZIARE A MUOVERE:  $\vec{F} = M_s \cdot |\vec{F}_N|$  (STATICO)

IN MOVIMENTO:  $\vec{F} - M_d \cdot |\vec{F}_N| = m \cdot a$  (DINAMICO)