$$\vec{r} = \frac{\Delta \vec{x}}{\Delta t} = slope of position vs. time $\vec{a} = \frac{\Delta \vec{v}}{\Delta t} = slope of velocity vs. time$$$

We only consider constant acceleration à

$$\begin{array}{l}
\infty = \infty_0 + v_0 t + \frac{1}{2} a t^2 \\
\text{Cartimet } \text{Cartimeo} \\
\text{Cov} = \text{Cov} + a t
\end{array}$$

$$v^2 = v_0^2 + 2a(z - z_0)$$

* Gravity and free fall

Empirical observations:

- mean the Earth's surface all objects released alove the ground experience the same acceleration

$$\vec{a} = -9.80^{m/s^2} = -9$$
 (vedbr)

$$|\vec{a}| = g = 9.80^{\text{m}/2} \text{ (scalar)}$$



- this is true as long as air resistance, other friction can be neglected

Pennies fall just as quickly as feathers in vacuum

* Vertical kinematics

$$\vec{a} = -9.80^{\text{m}/s^2}$$

$$\vec{a} = -9.80^{\text{m}/s^2}$$
is constant
let \vec{v} changes from upward to downward
$$y = y_0 + v_0 t + \frac{1}{2}at^2$$

$$\vec{y} = y_0 \neq v_0 t - \frac{1}{2}gt^2$$

$$\vec{v} = v_0 + v_0 t + \frac{1}{2}at^2$$

$$\vec{v} = v_0 + v_0 t - \frac{1}{2}gt^2$$

$$\vec{v} = v_0 + v_0 t - \frac{1}{2}gt^2$$





