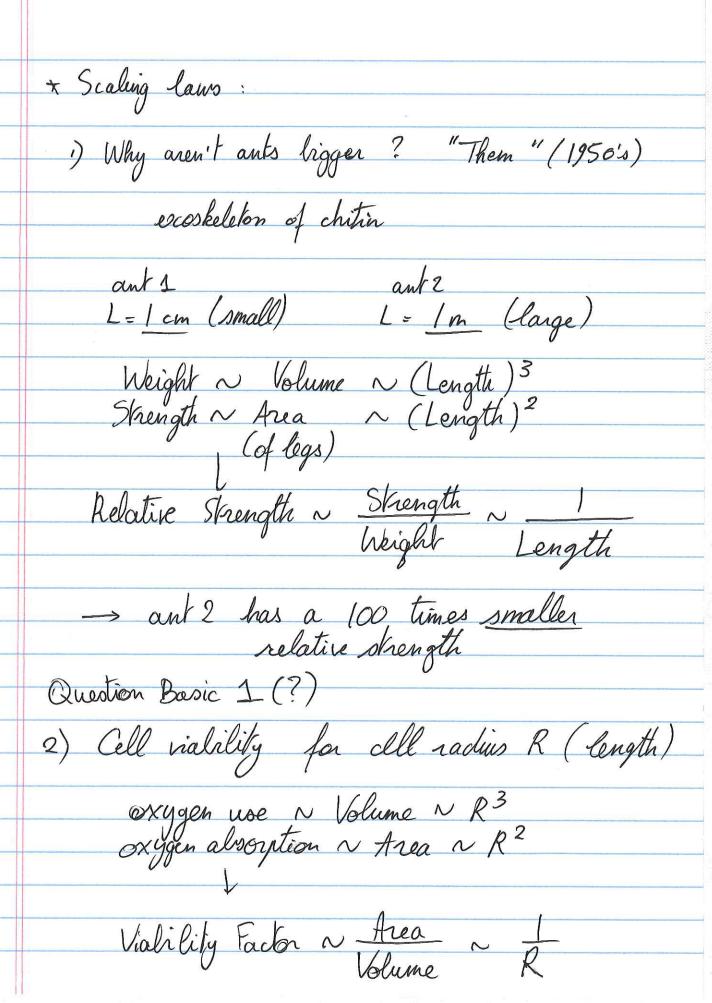
	PHYS 107 - Week 1 - Friday
	* Scientific notation:
	10° giga, G
	106 - mega, M
	103 : kilo, k
	$\frac{10^3 : kilo, k}{10^{-2} : centi, c}$
	10-3 · milli m
	10-6 : micro, u
	10^{-9} : mano, n
	10^{-6} : mino, μ 10^{-9} : nano, μ 10^{-12} : pico, ρ
Q Basic 3	Question Basic 3: 105 = 1ES in scientific notation
	· ·
Q Basic 2	Question Basic #2: m3 = (100 cm)3 = 106 cm3
	* Unit conversion: "multiply by 1 %"
	30 mpg = (30 mls) ax (1.609 km) x (1900lon)
	(1 mile) (3.786-6)
	30 mpg = (30 miles) a x (1.609 km) x (1900lon) = 12.8 m/e (3.786 l)
	, -



Viability factor lower - less likely that cell is able to abort oxygen for - larger cells are less viable Note: nerve cells o Area = 2TIRL } Area is independent Volume = TIR^2L } Volume on L (Basic 1 Question Basic 1

	* Scalars and vectors
	scalar = quantity without a direction
	scalar = quantity without a direction it only has a magnitude examples: mass, temperature, time, speed
	examples: man temporature time meed
	change a proportion of the pro
	vector = quantity with a direction and manifede
	manales: inclosite lasca disalocarent
	vector = quantity with a direction and magnitude examples: velocity, force, displacement change in position
	Change on posinon
	Evandle d'acestre : d'alace ment volen : le
	Example of a vector: displacement when going to Richmond 60 km in NW (direction) (magnifude)
	60 his Mill (1 t)
	(a it is)
	(magnifade)
	-> motation Δx (also Δx , Δx , bold) & Richmond
	(also Dx, Dx, lold) Ruchmond
	-> coordinate system
	→ magnifude //×/=/x
	→ magnitude / Dx / = Ax
01/1/1	scalar
Q Vectors 1a	2) rectors: magnifudo and I angle
Q Vectors 16	scalar 2D vectors: magnitude and 1 angle 3D vectors: magnitude and 2 angles
	s magnitude is equal
	Vectors are equal if magnitude is equal direction is equal Independent of where in space origin.
	The lead to the description is equal
	Independent of while in splace of Chigin.

* Kinematics versus Dynamics pinematics = description of motion without considering the causes (chapter 2-3) dynamics = study of the causes of motion

Jorces (chapter 4) started with Newton and Galdeo (1600-1675) * 1-dimensional kinematics: direction of rectors means + or - sign $\vec{x}(t)$, magnitude x(t), with + or - sign tabulate, graph; function Q1D Kin La average speed = total distance (= scalar) average velouity = displacement (= vector)

= $\Delta \hat{x}$ Δt

