

Equations for Uniformly Accelerated Motion

In the X-direction *Free Fall-Y-direction*

$$\frac{m}{s^2} n$$

$$x = v_0 t + \frac{1}{2} a t^2$$

~~$$x - x_0 = v_{avg} t$$~~

~~$$v_{avg} = \frac{1}{2}(v_0 + v)$$~~

~~$$v = v_0 + at$$~~

~~$$v_{avg} = v_0 + \frac{1}{2}at$$~~

~~$$x = v_0 t + \frac{1}{2}at^2$$~~

~~$$2a = x - v^2 - v_0^2$$~~

$$\Delta x = v_{avg} t$$

$$v_{avg} = \frac{1}{2}(v_y + v_{oy})$$

$$v_y = v_{0y} - gt$$

$$v_{avg} = v_{oy} - \frac{1}{2}gt$$

$$\Delta y = v_{0y} t - \frac{1}{2}gt^2$$

$$\Delta y = v_y t - \frac{1}{2}gt^2$$

Equations for Projectile Motion

In the X-direction *In the Y direction*

$$a_y = -g$$

$$v_{0y} = v_0 \sin \theta_0$$

$$v_y = v_{0y} - gt$$

$$\Delta x = v_{avg} t = \frac{1}{2}(v_y + v_{0y})t$$

$$\Delta y = v_{0y} t - \frac{1}{2}gt^2$$

$$a_x = 0$$

$$v_{0x} = v_0 \cos \theta_0 = v_x$$

$$\Delta x = v_{0x} t$$

$$R = \frac{v_0^2 \sin(2\theta_0)}{g}$$

$$T = \frac{R}{v_{0x}}$$

$$t_{\frac{1}{2}} = \frac{T}{2}$$

$$\Delta y = \frac{v_y^2 - v_{0y}^2}{-2g}$$

$$H = y_{max} = \frac{v_{0y}^2}{2g}, t_{\frac{1}{2}} = \frac{v_{0y}}{g}$$

$$\Delta x = x(\tan \theta_0 - \frac{g}{2} \frac{x^2}{v_{0x}^2})$$

$$\Delta y = x(\tan \theta_0 - \frac{g}{2} \left[\frac{x^2}{v_0^2} (1 - \tan^2 \theta_0) \right])$$

