

(1) Units & Measurements

Physical Quantity	Name	Symbol
Length	meter	m
Mass	kilogram	kg
Time	second	s
Electric current	Ampere	A
Thermodynamic temperature	Kelvin	K
Amount of substance	mole	mol
Luminous intensity	candela	cd

الباب الثاني:

(2) Vectors

Vector addition	$\mathbf{A} + \mathbf{B} = (A_x + B_x)\hat{i} + (A_y + B_y)\hat{j} + (A_z + B_z)\hat{k}$
Vector subtraction	$\mathbf{A} - \mathbf{B} = (A_x - B_x)\hat{i} + (A_y - B_y)\hat{j} + (A_z - B_z)\hat{k}$
Dot (scalar) product	$\mathbf{A} \cdot \mathbf{B} = AB \cos \theta$ $\mathbf{A} \cdot \mathbf{B} = A_x B_x + A_y B_y + A_z B_z$ $\mathbf{A} \cdot \mathbf{B} = \mathbf{B} \cdot \mathbf{A}$
Cross (vector) product	$\mathbf{A} \times \mathbf{B} = AB \sin \theta \hat{n}$ $\mathbf{A} \times \mathbf{B} = (A_y B_z - A_z B_y)\hat{i} + (A_z B_x - A_x B_z)\hat{j} + (A_x B_y - A_y B_x)\hat{k}$ $\mathbf{A} \times \mathbf{B} = -\mathbf{B} \times \mathbf{A}$
Special cases	<p>If $\mathbf{A} \cdot \mathbf{B} = 0$ then \mathbf{A} and \mathbf{B} are perpendicular</p> <p>If $\mathbf{A} \times \mathbf{B} = 0$ then \mathbf{A} and \mathbf{B} are parallel or anti-parallel</p> <p>If $\mathbf{A} + \mathbf{B} = \mathbf{A} - \mathbf{B}$ then $\mathbf{A} \cdot \mathbf{B} = 0$</p>

الباب الثالث:

(3) Motion along a straight line

Displacement	$\Delta x = x_2 - x_1$
Average Speed	$\bar{v} = \frac{\Delta x}{\Delta t}$ $\bar{v} = \frac{1}{2}(v + v_0)$
Average acceleration	$\bar{a} = \frac{\Delta v}{\Delta t}$
Equations of motion (a=0)	$v = v_0$ $x = x_0 + v_0 t$
Equations of motion (a=constant)	$v = v_0 + at$ $x = x_0 + v_0 t + \frac{1}{2}at^2$ $v^2 = v_0^2 + 2a(x - x_0)$

Equation of motion (a = -g)	Same as equations of motion with constant a by replacing a with -g
-----------------------------	--

الباب الرابع:

مراجعة

(4) Motion in 2 and 3 dimensions

Position vector	$r = x\mathbf{i} + y\mathbf{j} + z\mathbf{k}$
Velocity vector	$v = v_x\mathbf{i} + v_y\mathbf{j} + v_z\mathbf{k}$
Acceleration vector	$a = a_x\mathbf{i} + a_y\mathbf{j} + a_z\mathbf{k}$
Initial velocities	$v_{0x} = v_0 \cos \theta_0$ and $v_{0y} = v_0 \sin \theta_0$.
Vertical motion	$y - y_0 = v_{0y}t - \frac{1}{2}gt^2$ $= (v_0 \sin \theta_0)t - \frac{1}{2}gt^2,$ $v_y^2 = (v_0 \sin \theta_0)^2 - 2g(y - y_0).$
Horizontal motion	$x - x_0 = (v_0 \cos \theta_0)t.$
Equation of motion	$y = (\tan \theta_0)x - \frac{gx^2}{2(v_0 \cos \theta_0)^2}$
Horizontal range	$R = \frac{v_0^2}{g} \sin 2\theta_0.$
Maximum range	$R = \frac{v_0^2}{g}$
Maximum height	$H = \frac{v_0^2 \sin^2 \theta_0}{2g}$

الباب الخامس:

(5-1) Forces & Motion: Linear Motion

Newton's Second Law	$\vec{F} = m\vec{a}$
Newton's Third Law	$\vec{F}_{A \rightarrow B} = \vec{F}_{B \rightarrow A}$
Frictional Force	$\vec{F}_f = \mu\vec{N}$
Weight	$\vec{W} = m\vec{g}$

الباب السادس:

(6) Work & Energy

Work	$W = F x \cos \theta$
Kinetic Energy	$KE = \frac{1}{2}mv^2$
Work-Energy Theorem	$W = \frac{1}{2}mv_2^2 - \frac{1}{2}mv_1^2$
Gravitational Potential Energy	$PE_{\text{gravitational}} = mgy$
Elastic Potential Energy	$PE_{\text{elastic}} = \frac{1}{2}kx^2$
Power	$P = \frac{W}{T}$

الباب السابع:

(7) Momentum & Collisions

Linear Momentum	$\vec{p} = m\vec{v}$
Newton's Second Law	$\sum \vec{F} = \frac{\Delta \vec{p}}{\Delta t}$
Conservation of Momentum	$m_A \vec{v}_A + m_B \vec{v}_B = m_A \vec{v}'_A + m_B \vec{v}'_B$
Impulse	$F\Delta t$
Elastic Collision	$\frac{1}{2}m_A v_A^2 + \frac{1}{2}m_B v_B^2 = \frac{1}{2}m_A v_A'^2 + \frac{1}{2}m_B v_B'^2$
Inelastic Collision	$m_A \vec{v}_A + m_B \vec{v}_B = (m_A + m_B)\vec{v}'$
Center of Mass	$x_{CM} = \frac{\sum m_i x_i}{\sum m_i}$