

Unit Vector

It has magnitude as one or unity

$$\hat{A} = \frac{\vec{A}}{|\vec{A}|}$$

Negative Vector

Vectors having same magnitude but opposite direction
eg. $\vec{A}$ is a negative of $\vec{B}$
If, $\vec{A} = -\vec{B}$

Acceleration vector

$$\vec{a} = a_x \hat{i} + a_y \hat{j}; a_x = dv_x/dt \text{ \& } a_y = dv_y/dt$$

$$|\vec{a}| = \sqrt{a_x^2 + a_y^2}$$

Position of displacement vector

Position vector, $\vec{r} = x\hat{i} + y\hat{j}$
Displacement vector, $\Delta\vec{r} = \Delta x\hat{i} + \Delta y\hat{j}$

Vectors Types

Equal Vectors

Vectors having same direction and magnitude

Co-initial vector

Vectors having common starting point.

Zero or Null vector

It has zero magnitude and arbitrary direction

Motion in a plane

Additional vector

Law of Triangle: $\vec{R} = \vec{P} + \vec{Q}$
Law of Parallelogram: $\vec{R} = \vec{P} + \vec{Q}$

Velocity vector

$$\vec{v} = v_x \hat{i} + v_y \hat{j}$$

$$\text{magnitude } |\vec{v}| = \sqrt{v_x^2 + v_y^2}$$

Multiplication of a vector by a real number

$$\lambda \times \vec{A} = \lambda \vec{A}$$

Subtraction of two vectors

$$\vec{A} - \vec{B} = \vec{A} + (-\vec{B})$$

Motion in a plane

Motion of Body under 2 dimensional frame.

Total time of flight, $T_f = \frac{2u \sin \theta}{g}$
Maximum height, $H_{\max} = \frac{u^2 \sin^2 \theta}{2g}$
Horizontal range, $R = \frac{u^2 \sin 2\theta}{g}$

Projectile motion

Motion of an object that is in flight after being thrown or projected.

Equation of path of projectile

$$y = x \tan \theta - \frac{g}{2u^2 \cos^2 \theta} x^2$$

Components of velocity (in velocity)

$$u_x = u \cos \theta, u_y = u \sin \theta$$

Components of acceleration at any instant

$$a_x = 0, a_y = g$$

Position after time t

$$x = (u \cos \theta)t$$

$$y = (u \sin \theta)t - \frac{1}{2}gt^2$$

Relative velocity

$$\vec{V}_{AB} = \vec{V}_A - \vec{V}_B$$

$$\vec{V}_{BA} = \vec{V}_B - \vec{V}_A$$

$$\vec{V}_{AB} = -\vec{V}_{BA} \text{ and}$$

$$|\vec{V}_{AB}| = |\vec{V}_{BA}|$$

Uniform circular motion

When an object follows a circular path at a constant speed, the motion of the object is called uniform circular motion.

Angular velocity, $\omega = \theta/t$ Angular acceleration, $d = \Delta\omega/\Delta t$ eg- merry go around.

Centripetal Acceleration

A body in a circular motion acted upon by an acceleration directed towards center of the circular motion.

$$a_c = v^2/r = \omega^2 r = 4\pi^2 r v^2$$