The Big 3 Kinematics Equations

'f an object is accelerating then the formula:

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Gives us only the CYCLOC

We can also find average velocity using:

$$\vec{V}_{av} = \frac{\vec{V}_{f} + \vec{V}_{j}}{2}$$

In order to solve problems with uniform acceleration we need to use 3 formulae. These 3 formulae use the variables:

vectors...you decide

t = time < scalar

1)
$$\vec{Q} = \vec{V_F} - \vec{V_i}$$

Ex: A squad car traveling at 7.0 m/s East speeds up to 22.0 m/s East in 1.7 s. What is its acceleration?

Ex: A sprinter starts from rest and accelerates uniformly. He travels 100.0 m south in 9.69 s, what was his average acceleration? need: a

$$\vec{\Delta} = \vec{V}_1 + \frac{1}{a} \vec{a} + \vec{a} = \vec{A}$$

$$=0+\frac{1}{2}at^{2}$$

$$\frac{\partial d}{\partial x} = \frac{\partial x}{\partial x}$$

$$=3(100.04)$$

3)

Ex: A banana boat accelerates from 15.0 km/h at 2.00 m/s2. How far has it traveled when it reaches 30.0 km/h?

Units
$$\frac{m^2}{5^2} = m$$

$$\frac{2a}{d+8.333\text{m/s}-(4.167\text{m/s})}$$

 $\frac{2}{d+13.0\text{ m/s}^{2}}$

Ex 1: The Rocket Truck is traveling at 16.0 m/s when it is passed by a plane. It immediately hits the jets at accelerates at 14.0 m/s² for 3.25 s.

a. What final velocity does it reach?

Pread:
$$V_{\mathcal{F}}$$
 $\overrightarrow{Q} = V_{\mathcal{F}} - V_{\mathcal{I}}$

$$V_{\mathcal{F}} = V_{\mathcal{I}} + \overrightarrow{Q} + \overrightarrow$$

b. How far does it travel in this time?

$$V_f^2 = V_i^2 + 2ad$$

$$d = V_f^2 - V_i^2$$

$$d = (61.5 \text{m/s}^2 - (16 \text{m/s})^2)$$

$$d = (2.5 \text{m/s}^2 - (16 \text{m/s}^2))$$

$$d = (3.6 \text{m/s}^2)$$

Ex 2: An arrow strikes a can at 32.0 m/s and exits at 31.0 m/s. If the arrow is 42 cm long find its acceleration as it pierced the can. Ignore the width of the can. need: à

