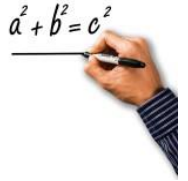
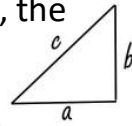




# 2D Vectors, Speed, Velocity, & Acceleration

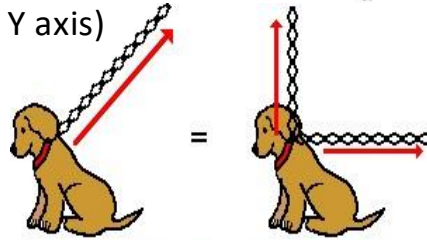
## 2D Vector Resultants and Components

For two vectors that form a \_\_\_\_\_ with each other, the resultant can be found using the \_\_\_\_\_ !!



Some vectors move in \_\_\_\_\_ (X & Y axis)

Each \_\_\_\_\_ of a two-dimensional vector is known as a \_\_\_\_\_.



If a \_\_\_\_\_ angle and \_\_\_\_\_ is given for the two dimensional vector, the \_\_\_\_\_ can be found using \_\_\_\_\_ . (SOHCAHTOA)

$$\sin(\theta) = \frac{Opp}{Hyp}$$

$$\cos(\theta) = \frac{Adj}{Hyp}$$

$$\tan(\theta) = \frac{Opp}{Adj}$$

# MOTION (Kinematics)

Motion is one of the most IMPORTANT physical quantities in the universe and there are SEVERAL things that we can measure about motion

HOW FAR?   HOW LONG?   HOW FAST?   IS THAT RATE CHANGING?

## SPEED

The \_\_\_\_\_ at which an object travels a \_\_\_\_\_ in a set amount of \_\_\_\_\_

Units:

$$S = \frac{d}{t}$$

## VELOCITY

### AVERAGE

The \_\_\_\_\_ in an object's \_\_\_\_\_ in a set amount of \_\_\_\_\_

Units:

$$V_{avg} = \frac{\Delta X}{\Delta t} = \frac{X_f - X_i}{t_f - t_i}$$

### INSTANTANEOUS

The \_\_\_\_\_ in an object's \_\_\_\_\_ in a SPECIFIC \_\_\_\_\_ in time

$$V_{ins} = \frac{\Delta X}{t}$$

## ACCELERATION

the \_\_\_\_\_ of \_\_\_\_\_ in \_\_\_\_\_

An object is accelerating if:

- It is \_\_\_\_\_ up
- It is \_\_\_\_\_ down
- It is \_\_\_\_\_ direction

$$a = \frac{\Delta V}{\Delta t} = \frac{V_f - V_i}{t_f - t_i}$$

