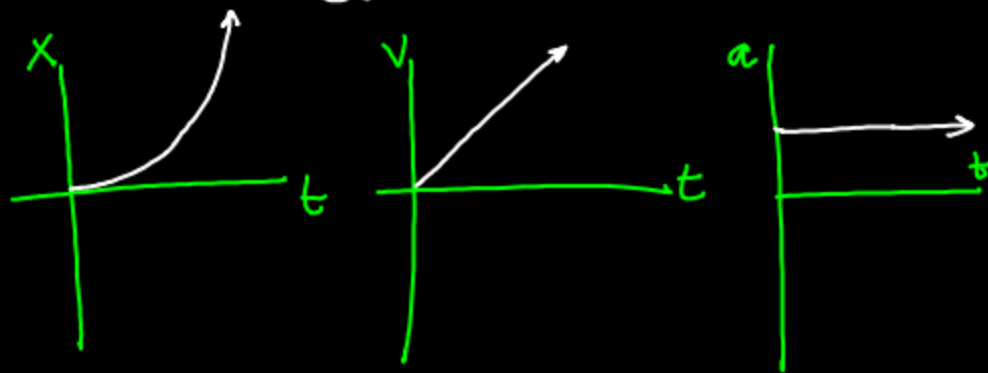
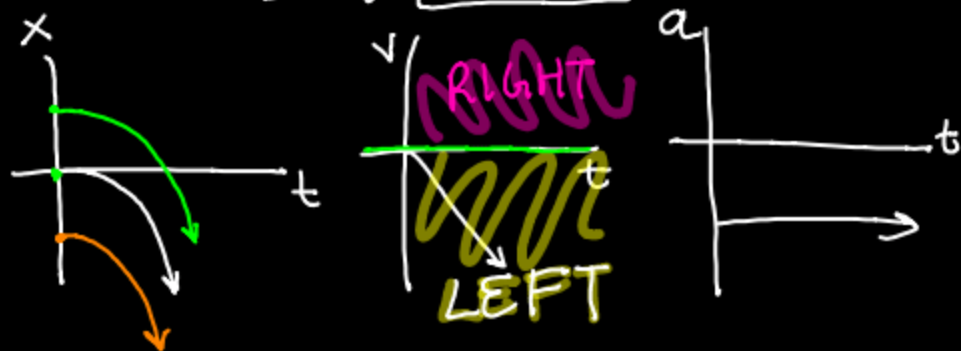


Bellwork

Draw: x vs. t , v vs. t , a vs. t graphs for an object moving **RIGHT** and speeding up at a constant rate.



SAME, BUT **LEFT**



4 Equations

1. $\underline{\vec{a}} = \frac{\underline{\vec{v}_f} - \underline{\vec{v}_i}}{\underline{\Delta t}}$ (no displacement $\Delta \vec{x}$)

2. $\Delta \vec{x} = \left(\frac{\underline{\vec{v}_i} + \underline{\vec{v}_f}}{2} \right) \Delta t$ (no acceleration $\underline{\vec{a}}$)

3. $\Delta \vec{x} = \underline{v}_i \Delta t + \frac{1}{2} \underline{\vec{a}} (\Delta t)^2$
(no \underline{v}_f)

4. $\underline{v}_f^2 = \underline{v}_i^2 + 2 \underline{\vec{a}} (\Delta \vec{x})$
(no Δt)

1.   $\leftarrow \rightarrow +$

$V_i = 0 \frac{m}{s}$ $V_f = 30 \frac{m}{s}$

$a = 2.25 \frac{m}{s^2}$ $\Delta t = ?$

$\Delta x = ?$ $a = \frac{V_f - V_i}{\Delta t}$

* Solve for Δt

b. Want $\Delta \vec{x}$

have: \vec{a} , \vec{V}_i , \vec{V}_f

$$\vec{V}_f^2 = \vec{V}_i^2 + 2\vec{a} \Delta \vec{x}$$

$$(30 \frac{m}{s})^2 = 0^2 + 2(2.25 \frac{m}{s^2})(\Delta \vec{x})$$

$$\frac{900 \frac{m^2}{s^2}}{4.50 \frac{m}{s^2}} = \frac{4.50 \frac{m}{s^2}}{4.50 \frac{m}{s^2}} (\Delta \vec{x})$$

$$200 \text{ m} = \Delta \vec{x}$$

#1 a) 13.3s

b) 200ms

#2 $-3.04 \frac{\text{m}}{\text{s}^2}$

#3 a) $169 \frac{\text{m}}{\text{s}^2}$

b) 0.15s