

Rotational Motion

$$\tau_{\text{net}} = I\alpha \quad \tau = r F \sin\theta \quad \tau = r F$$

Linear to Rotational Conversions

$$x = r\theta \quad v = r\omega \quad a = r\alpha$$

Rotational Kinematics

$$\Delta\theta = \omega_i t + \frac{1}{2}\alpha t^2 \quad \omega = \omega_i + \alpha t \quad \omega^2 = \omega_i^2 + 2\alpha\Delta\theta$$

Rotational Momentum

$$L = I\omega \quad K = \frac{1}{2}I\omega^2 \quad \Delta L = \tau\Delta t$$

Momentum (Linear)

When
Momentum
is
Conversed:

$$p = mv \quad \Delta p = F\Delta t \text{ or } J = F\Delta t \quad p_f = p_i + J$$

Types of Collisions

Elastic Collision	KE conserved & momentum conserved	Bounce perfectly off each other
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Inelastic Collision	KE lost & momentum conserved	Travel in same direction at different speeds
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Perfectly Inelastic Collision	Greatest KE lost & momentum conserved	Objects coupled and travel in same direction
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Not published yet.

Last updated 13th May, 2020.

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