








General trick to approach questions in physics:

steps to follow while solving any numerical:

- (1) Read the Question and understand it.
- (2) Write what is given.
- (3) Write the theory, concept, and definition of important terms relative to the Question.
- (4) Draw diagram or graphs (if applicable)
- (5) Write formulae used:
 - + Dimensional formula
 - + Units of measurement
 - + Conclusion of the formula in a single Statement.
- (6) Solve the numerical (math part) and represent the final answer with its SI unit

Basic Math

SCALAR <small>quantities</small>	VECTOR <small>quantities</small>
 volume	 temperature
 time	 temperature change
 distance	 Velocity
	 force

Sometimes Scalar quantities have direction:

e.g. Electric Current \langle it has direction but doesn't follow vector algebra \rangle

e.g. Electric flux \langle it is scalar but has direction \rangle

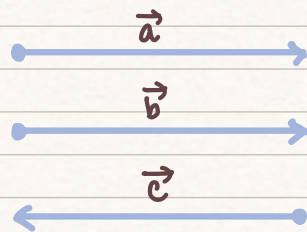
a physical scalar quantity can also have a negative

time	Speed	Weight	thrust
Quantities < Physical > that have only magnitude.		Quantities that cannot be studied without direction i.e. they have magnitude & direction.	
they follow normal algebra.		they follow vector algebra.	
Eg: Speed, volume, mass, temperature, power, work, energy, time etc.		Eg: area, displacement, torque, impulse, Force, velocity, dipole moment, magnetic field etc.	

Value:

E.g. Work \rightarrow when $\theta = 180^\circ$ b/w \vec{F} and \vec{s}

SOME important terms of Vectors

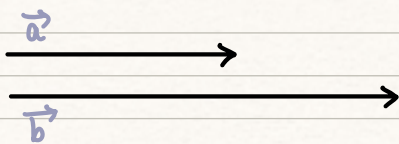


here $\vec{a} = \vec{b}$
 $\vec{a} \neq \vec{c}$
 $\vec{b} \neq \vec{c}$

here, the magnitude of all the three vectors is equal. Thus,
 $|\vec{a}| = |\vec{b}| = |\vec{c}|$

but $\vec{a} = -\vec{c} = \vec{b}$

Parallel vectors



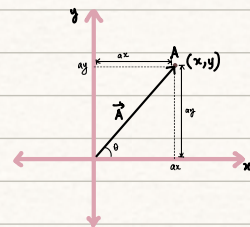
here, $\vec{a} \parallel \vec{b}$
 i.e. the vectors are in the same direction

zero / null vectors

$|\vec{A}| = 0$
 when the magnitude of the vector becomes zero but there is an indeterminate direction.

Components of a vector

$a_x = A \cos \theta$
 # $a_y = A \sin \theta$
 $\vec{A} = a_x \hat{i} + a_y \hat{j}$



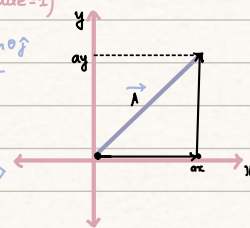
definition as Scalar = $A(x, y)$
 definition as Vector = $\vec{A}(a_x \hat{i} + a_y \hat{j})$

unit vectors $\rightarrow \hat{i}, \hat{j}, \hat{k}$ (magnitude = 1)

General form of unit vector $\hat{A} = \cos \theta \hat{i} + \sin \theta \hat{j}$

magnitude of $\vec{A} = \sqrt{a_x^2 + a_y^2} < 2D >$

OR $|\vec{A}| = \sqrt{a_x^2 + a_y^2 + a_z^2} < 3D >$



trigonometric Ratios to remember

$\cdot \sin 37^\circ = \frac{3}{5}$ $\cdot \sin 53^\circ = \frac{4}{5}$
 $\cdot \tan 37^\circ = \frac{3}{4}$ $\cdot \tan 53^\circ = \frac{4}{3}$

\therefore Anti-parallel means the vectors are in the opposite direction.

Laws of Motion and Work, Power & Energy

INERTIA

- If the net external force is zero, a body continues to be in its state of motion or at rest.
 [with uniform velocity] [this property of the body is called as inertia]
 Gives the first law of motion:

If the body is at rest or moving with a constant speed in a straight line, it will remain at rest/keep moving in a straight line with a constant speed unless it is acted upon by a force.

Second law of motion

- The rate of change of momentum of a body is directly proportional to the applied force and takes place in the direction in which the force acts.

$$\vec{F} \propto \frac{d\vec{p}}{dt}$$

for a body having constant mass,

$$\vec{F} = m \frac{d\vec{v}}{dt} = m\vec{a}$$

Hence, $\vec{F} = m\vec{a}$

Impulse

- The product of force and time, which is the change in momentum of a body is known as **Impulse**. [vector quantity]
 Impulse (I or J) = Force x time duration
 i.e. = change in momentum

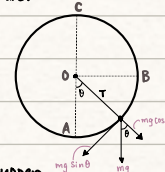
It can also be defined as:

$$J = \int_{t_1}^{t_2} F(t) dt$$

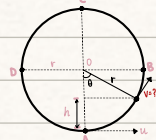
Vertical Circular Motion

- When a particle is whirled in a vertical circle then the three possible results are:-

CASE I: Particle oscillates in the lower half circle AB.



CASE II: moves to the upper half but unable to complete the loop.



CASE III: Particle completes the whole loop.

Velocity @ any point on the loop ???

$$v = \sqrt{u^2 - 2gh}$$

$$i.e. = \sqrt{u^2 - 2gr(1 - \cos \theta)}$$

$$[h = r - r \cos \theta = r(1 - \cos \theta)]$$

Tension @ any point on the loop ???

net force towards the centre = Centripetal force

$$T - mg \cos \theta = \frac{mv^2}{r}$$

$$T = mg \cos \theta + \frac{mv^2}{r}$$

$$\therefore T = \frac{m}{r} [u^2 - gr(2 - 3 \cos \theta)]$$

$$\left\{ \text{as } v = \sqrt{u^2 - 2gr(1 - \cos \theta)} \right.$$

Centripetal Force

- In uniform circular motion, the force acting on the particle along the radius and towards the centre keeps the body moving along the circular path, so called as Centripetal force.

$$\text{Centripetal force} = \frac{mv^2}{r} = mr\omega^2$$

Condition for completing the loop

- the particle will complete the loop if the string doesn't slack at highest

Point C.

Hence $T_C = \frac{mv^2}{r} - 5mg \geq 0$

Third Law

To every action, there is an equal and opposite reaction.

Centrifugal Force

the pseudo force experienced by a body in uniform circular motion due to the accelerated frame of reference along the radius r away from the centre.

$$\therefore u \geq \sqrt{5gr}$$

FORCE

- interaction b/w two bodies, that when not opposed will change some factors. (generally motion)

- S.I. unit = Newton (N)

- Dimensional formula = $[MLT^{-2}]$

how? $F = ma$

$$\text{i.e.} = m \times \frac{\text{metre}}{s^2}$$

$$\text{i.e.} = M \times L \times T^{-2}$$

WORK

Work = Force \times component of \vec{F} along the displacement.

$$W = (F \cos \theta) d \\ = F (d \cos \theta)$$

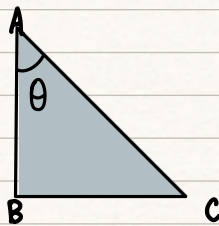
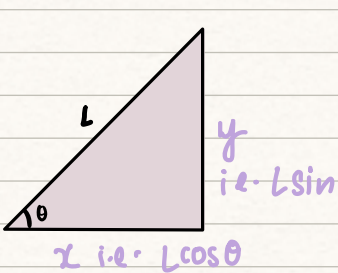
Hence, in vector form $W = \vec{F} \cdot \vec{d}$
(Work is scalar)

Unit: Nm OR Joule (J)

Dimension = ML^2T^{-2}

work can be negative, positive or zero depending upon the angle between the force and displacement.
[0 when $\theta = 90^\circ$]

Basic Trigonometry



here $x = L \cos \theta$
 $y = L \sin \theta$

$$\sin \theta = \frac{BC}{AC} \left[\frac{\text{opposite}}{\text{hypotenuse}} \right] = \frac{1}{\text{cosec } \theta}$$

$$\cos \theta = \frac{AB}{AC} \left[\frac{\text{adjacent}}{\text{hypotenuse}} \right] = \frac{1}{\text{sec } \theta}$$

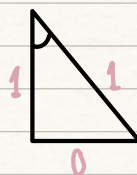
$$\tan \theta = \frac{BC}{AB} \left[\frac{\text{opposite}}{\text{adjacent}} \right] = \frac{\sin \theta}{\cos \theta} = \frac{1}{\cot \theta}$$

Identities

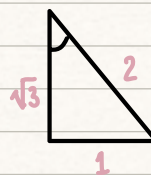
$$\sin^2 \theta + \cos^2 \theta = 1$$

$$1 + \tan^2 \theta = \sec^2 \theta$$

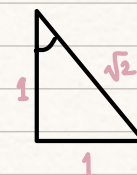
$$1 + \cot^2 \theta = \text{cosec}^2 \theta$$



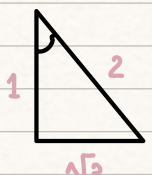
$$\theta = 0^\circ$$



$$\theta = 30^\circ$$



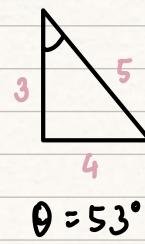
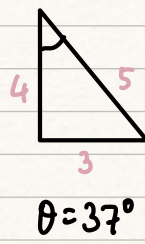
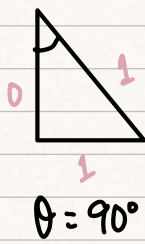
$$\theta = 45^\circ$$



$$\theta = 60^\circ$$

$$\sec^2 \theta - \tan^2 \theta = 1$$

$$\operatorname{cosec}^2 \theta - \cot^2 \theta = 1$$



Some angles & ratios you need to remember.