

PH30S TABLE OF INFORMATION

CONSTANTS			
Proton mass,	$m_p = 1.67 \times 10^{-27} \text{ kg}$	Elementary charge,	$e = 1.60 \times 10^{-19} \text{ C}$
Neutron mass,	$m_n = 1.67 \times 10^{-27} \text{ kg}$	Coulomb's law constant,	$k = 9.0 \times 10^9 \text{ N}\cdot\text{m}^2/\text{C}^2$
Electron mass,	$m_e = 9.11 \times 10^{-31} \text{ kg}$	Universal gravitational constant,	$G = 6.67 \times 10^{-11} \text{ m}^3/\text{kg}\cdot\text{s}^2$
Mass of Earth,	$m_{Earth} = 5.98 \times 10^{24} \text{ kg}$	Acceleration due to gravity at Earth's surface,	$g = 9.8 \text{ m/s}^2$
Radius of Earth,	$r_{Earth} = 6.38 \times 10^6 \text{ m}$	Speed of light,	$c = 3.00 \times 10^8 \text{ m/s}$

UNIT SYMBOLS					
meter, m	second, s	joule, J	watt, W	volt, V	
kilogram, kg	newton, N	hertz, Hz	coulomb, C	ohm, Ω	

METRIC PREFIXES		
Factor	Prefix	Symbol
10^{12}	tera	T
10^9	giga	G
10^6	mega	M
10^3	kilo	k
10^{-2}	centi	c
10^{-3}	milli	m
10^{-6}	micro	μ
10^{-9}	nano	n
10^{-12}	pico	p

GEOMETRY	
Rectangle	$A = \text{area}$
$A = bh$	$C = \text{circumference}$
Triangle	$V = \text{volume}$
$A = \frac{1}{2}bh$	$S = \text{surface area}$
Circle	$b = \text{base}$
$A = \pi r^2$	$h = \text{height}$
$C = 2\pi r$	$\ell = \text{length}$
Rectangular solid	$w = \text{width}$
$V = \ell wh$	$r = \text{radius}$
Cylinder	
$V = \pi r^2 \ell$	
$S = 2\pi r\ell + 2\pi r^2$	
Sphere	
$V = \frac{4}{3}\pi r^3$	
$S = 4\pi r^2$	

PH30S EQUATIONS

MECHANICS	ELECTRICITY AND MAGNETISM
$v = v_0 + at$	a = acceleration
$x = \left(\frac{v_0 + v}{2}\right)t$	F = force
$x = v_0t + \frac{1}{2}at^2$	m = mass
$v^2 = v_0^2 + 2ax$	t = time
$F_{net} = \sum F = ma$	v = speed (velocity)
$F_g = mg$	x = position
$ F_f = \mu F_N $	μ = coefficient of friction
WAVES AND OSCILLATIONS	
	$E = \frac{F_E}{q}$
	$F_M = BIl \sin \theta$
	B = magnetic field
	E = electric field
	F = force
	I = current
	l = length
	q = point charge
	$T = \frac{1}{f}$
	$v = f\lambda$
	$v_s = 331 + 0.6T_{air}$
	$\frac{n_1}{n_2} = \frac{\sin \theta_2}{\sin \theta_1}$
	$\frac{\sin \theta_1}{\sin \theta_2} = \frac{v_1}{v_2} = \frac{\lambda_1}{\lambda_2}$
	$\lambda = \frac{\Delta xd}{L}$
	d = distance between slits
	f = frequency
	L = distance between slits and screen
	n = index of refraction
	T = period
	T_{air} = air temperature
	v = speed (velocity)
	Δx = distance between fringes
	λ = wavelength
	θ = angle