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Chapter 3 continued. Physics: Principles and Problems Solutions Manual 37. Copyright © Glencoe/McGraw-Hill, a division of The McGraw-Hill Companies, Inc. 36. Distance An in-line skater first accelerates from 0.0 m/s to 5.0 m/s in 4.5 s, then continues at this constant speed for another 4.5 s.

CHAPTER 3 Accelerated Motion

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CHAPTER 2. CHAPTER 3. Velocity = disp. / time. $V_{avg} = \Delta d / \Delta t$ Constant Velocity means no acceleration.. Use this formula! Standard unit for velocity is m/s. $A = (V_f - V_i) / t$. $\Delta d = \frac{1}{2}at^2 + V_i t + d_i$. Shortcut: $t = \sqrt{2d/a}$ Only to be used when falling and $V_i = 0$. $V_f^2 = V_i^2 + 2 * a * d$. Acceleration due to gravity : $g = -9.8 \text{ m/s}^2$ “ fall, thrown, drop? Use g ”

Chapter 3: Acceleration

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This book is an informative reference, or working textbook, on the mathematics, and general physical and chemical processes behind remote sensor measurements.

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