#### KINEMATICS

- · Kinematics in one-dimension: constant velocity and uniform accelerated motion
- Vectors: vector components and resultant
- · Kinematics in two-dimensions: projectile motion

## DYNAMICS

- Forces, types, and representation (FBD)
- · Newton's First Law
- · Newton's Third Law
- · Newton's Second Law
- · Applications of Newton's Second Law
- Friction
- Interacting objects: ropes and pulleys

#### CIRCULAR MOTION AND GRAVITATION

- Uniform circular motion
- · Dynamics of uniform circular motion
- · Universal Law of Gravitation

#### **ENERGY**

- Work
- · Power
- Kinetic energy
- · Potential energy: gravitational and elastic
- Conservation of energy

## <u>MOMENTUM</u>

- Impulse
- Momentum
- Conservation of momentum
- Elastic and inelastic collisions

#### SIMPLE HARMONIC MOTION

- · Linear restoring forces and simple harmonic motion
- · Simple harmonic motion graphs
- · Simple pendulum
- · Mass-spring systems

#### ROTATIONAL MOTION

- · Torque
- · Center of mass
- Rotational kinematics
- · Rotational dynamics and rotational inertia
- · Rotational energy
- Angular momentum
- · Conservation of angular momentum

## MECHANICAL WAVES

- · Traveling waves
- Wave characteristics
- Sound
- Superposition
- · Standing waves on a string
- · Standing sound waves

# **ELECTROSTATICS**

- · Electric charge and conservation of charge
- · Electric force: Coulomb's Law

### DC CIRCUITS

- · Electric resistance
- · Ohm's Law
- · DC circuits
- · Series and parallel connections
- · Kirchhoff's Laws