## Chapter 1 Review

1) Conversion -

- Be able to convert between any units
- Know
> milli- (1/1000)
$>$ kilo- (1000)
$>$ centi- (1/100)

2) Dimensional Analysis

- Use to determine validity of EQ's
- Need to know
$-d=[L], t=[T], m=[m]$

3) Vectors

- magnitude (size, \#, amt) + direction
- examples: velocity, force, displacement

4) Trig ID's.....know them!

***note- components must be LESS than resultant ${ }^{* * *}$
5) Graphically Adding Vectors = Head to Tail

- $0^{\circ}$ is ALWAYS to the right
-     - = go opposite way
- $\mathrm{R}=$ start to finish


| Practice |  |  |  |
| :--- | :--- | :--- | :--- |
| $20 \mathrm{~N} @ 25^{\circ}$ | Vector | x | y |
| $40 \mathrm{~N} @ 100^{\circ}$ | 1 |  |  |
| $30 \mathrm{~N} @ 290^{\circ}$ | 3 |  |  |
|  | R |  |  |
|  |  |  |  |

6) Analytical adding of Vectors (Trig method)
1. Components
2. Sum $x$ an $y$
3. $R^{2}=x^{2}+y^{2}$
4. Sketch components
5. use tan function to find angle
