

CHAPTER OVERVIEW

9: Motion

- 9.1: Chapter Objectives
- 9.2: Introduction- Fundamentals of Motion- Scientific Overview
 - 9.2.1: Scope of Physics
 - 9.2.2: Vectors, Scalars, and Coordinate Systems
 - 9.2.3: Resolving Vectors into Components
 - 9.2.4: Vector Addition
 - 9.2.5: Graphical Methods of Vector Addition
- 9.3: Motion in One-Dimension
 - 9.3.1: Position and Displacement
 - 9.3.2: Time
 - 9.3.3: Average Velocity
 - 9.3.4: Instantaneous Velocity
 - 9.3.5: Average Acceleration
 - 9.3.6: Uniform Acceleration
 - 9.3.7: Displacement During Uniform Acceleration
 - 9.3.8: Acceleration Due to Gravity
 - 9.3.9: Position vs. Time Graphs
 - 9.3.10: Velocity vs. Time Graphs
- 9.4: Motion in Two-Dimensions
 - 9.4.1: Projectile Motion for an Object Launched Horizontally
 - 9.4.2: Projectile Motion for an Object Launched at an Angle
- 9.5: End of Chapter Activity
- 9.6: End of Chapter Key Terms

Content from this chapter is remixed from:

- Introduction to Physics by Park, Open Stax, Unit 1: Mechanics I- Motion and Forces, Chapter 1 Kinematics
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