

For constant motion:	$v = \frac{s}{t}$	'v' is the velocity in m/s, 's' is the distance or displacement in meters and 't' is the time in seconds
For acceleration 'a'	$a = \frac{v - u}{t}$	u is the initial velocity, v is the final velocity and t is the time.
Graph	Area of a rectangular shaped graph = base × height. Area of triangular shaped graph = ½ × base × height	In velocity-time graph the area under the graph is the total distance covered by an object.
Weight and mass	$w = m \times g$	w is the weight in newton (N), m is the mass in kg and g is acceleration due to gravity = 10 m/s ²
Density 'ρ' in kg/m ³	$\rho = \frac{m}{V}$	m is the mass and V is the volume
Force F in newton (N)	$F = m \times a$	m is the mass and a is the acceleration
Terminal Velocity	Weight of an object(downward) = air resistance (upwards)	
Hooke's Law	$F = k \times x$	F is the force, x is the extension in meters and k is the spring constant.
Moment of a force in N.m	moment of force = F × d	F is the force and d is the distance from the pivot
Law of moment or equilibrium:	Total clockwise moment = total anticlockwise moment => F ₁ × d ₁ = F ₂ × d ₂	
Work done W joules (J)	$W = F \times d$	F is the force and d is the distance covered by an object
Kinetic Energy E _k in joules (J)	$E_k = \frac{1}{2} \times m \times v^2$	m is the mass(kg) and v is the velocity (m/s)
Potential Energy E _p in joules (J)	$E_p = m \times g \times h$	m is the mass (kg) and g is the acceleration due to gravity and h is the height from the ground.
Law of conservation of energy:	Loss of E _p = gain of E _k $m \times g \times h = \frac{1}{2} \times m \times v^2$	
Power in watts (W)	$P = \frac{\text{work done}}{\text{time taken}}$ $P = \frac{\text{Energy transfer}}{\text{time taken}}$	Power is the rate of doing work
Pressure p in pascal (Pa)	$p = \frac{F}{A}$	F is the force in newton(N) and A is the area in m ²
Pressure p due to liquid	$p = \rho \times g \times h$	ρ is the density in kg/m ³ , g is the acceleration due to gravity and h is the height or depth of liquid in meters.
Atmospheric pressure	P=760mmHg = 76cm Hg = 1.01x10 ⁵ Pa	

Pressure and volume relationship (Boyle's law)	$pV = \text{constant}$ $p_1 \times V_1 = p_2 \times V_2$	p ₁ and p ₂ are the two pressures in Pa and V ₁ and V ₂ are the two volumes in m ³
Gas Law: $\frac{pV}{T} = \text{constant}$	$\frac{p_1 V_1}{T_1} = \frac{p_2 V_2}{T_2}$	In thermal physics the symbol θ is used of celsius scale and T is used for Kelvin scale.
Specific Heat Capacity: The amount of heat required to raise the temperature of 1 kg mass by 1°C.	$c = \frac{Q}{m \times \Delta\theta}$	c is the specific heat capacity in J/kg°C, Q is the total heat in joules (J), m is the mass in kg and Δθ is the change in temperature
Thermal Capacity: amount of heat require to raise the temperature of a substance of any mass by 1°C	Thermal capacity = m × c Thermal capacity = $\frac{Q}{\Delta\theta}$	The unit of thermal capacity is J°C.
Specific latent heat of fusion (from Ice to liquid)	$L_f = \frac{Q}{m}$	L _f is the specific latent heat of fusion in J/kg or J/g, Q is the total heat in joules (J), m is the mass of liquid change from ice in kg or g.
Specific latent heat of vaporization (from liquid to vapour)	$L_v = \frac{Q}{m}$	L _v is the specific latent heat of vaporization in J/kg or J/g, Q is the total heat in joules (J), m is the mass of vapour change from liquid in kg or g.
Thermal or heat transfer	In solid = conduction In liquid and gas = convection and also convection current In vacuum = radiation	
Emitters and Radiators	Dull black surface = good emitter, good radiator, bad reflector Bright shiny surface = poor emitter, poor radiator, good reflector	

Wave equation 1	$v = f \times \lambda$	v is the speed of wave in m/s f is the frequency in Hz λ is the wavelength in meters
Wave equation 2	$f = \frac{1}{T}$	T is the time period of wave in seconds
Movement of the particles of the medium	Longitudinal waves => back and forth in the direction of the waves Transverse waves => perpendicular to the direction of the waves	
Law of reflection	Angle of incidence i = angle of reflection angle i° = angle r°	
Refraction	From lighter to denser medium → light bend towards the normal From denser to lighter medium → light bend away from the normal	
Refractive index n	$n = \frac{\sin \angle i}{\sin \angle r}$	Refractive index has no unit
Refractive index n	$n = \frac{\text{speed of light in air or vacuum}}{\text{speed of light in any other medium}}$	
Image from a plane mirror	Virtual, upright, same size and laterally inverted, same distance from the mirror inside	
Image from a convex lens	When close: virtual, enlarge, upright When far: real, small, upside down	
Image from a concave lens	Virtual, upright, small	
Critical angle	When light goes from denser to lighter medium, the incident angle at which the reflected angle is 90°, is called critical angle.	
Total internal reflection(TIR)	When light goes from denser to lighter medium, the refracted ray bend inside the same medium then this is called (TIR)	
Electromagnetic Spectrum:	→ this way the frequency decreases and wavelength increases Gamma rays ↔ X-rays ↔ UV ↔ Visible light ↔ IR ↔ Micro waves ↔ Radio waves	

Colours of visible spectrum (light)	VIBGYOR (from bottom-up)	
Speed of light	In air: 3×10^8 m/s	In glass: 2×10^8 m/s
Light wave	Electromagnetic waves	
Sound wave	longitudinal waves particle of the medium come close \rightarrow compression particles of the medium far apart \rightarrow rarefaction	
Echo	$v = \frac{2 \times d}{t}$	v is the speed of sound waves, d is the distance in meters between source and the reflection surface and t is the time for echo
Properties of sound waves	Pitch means the frequency of the wave Loudness means the amplitude of the wave	
Speed of sound waves	Air : 330-340 m/s Water: 1400 m/s Concrete : 5000 m/s Steel: 6000 – 7000 m/s	

Ferrous Materials	Attracted by magnet and can be magnetized	Eg. iron, steel, nickel and cobalt
Non-ferrous materials	Not attracted by magnet and cannot be magnetized	copper, silver, aluminum, wood, glass
Electric field intensity	force exerted by the field on a unit charge placed at a point around another charge	E is the electric field intensity in N/C $E = \frac{F}{q}$
Current: Rate of flow of charges in a conductor	$I = \frac{Q}{t}$	I is the current in amperes (A), Q is the charge in coulombs (C) t is the time in seconds (s)
Current	In circuits the current always choose the easiest path	
Ohms law	Voltage across the resistor is directly proportional to current, $V \propto I$ or $\frac{V}{I} = R$	V is the voltage in volts (V), I is the current in amperes (A) and R is resistance in ohms (Ω)
Voltage	Energy per unit charge $V = \frac{\text{Energy}}{Q}$	Q is the charge in coulombs (C), V is the voltage in volts (V) Energy is in joules (J)
E.M.F. Electromotive force	e.m.f. = lost volts + terminal potential difference $EMF = Ir + IR$	
Resistance and resistivity	$R = \rho \frac{L}{A}$ ρ is the resistivity of resistor in $\Omega \cdot m$	R is the resistance a resistor, L is the length of a resistor in meters A is the area of cross-section of a resistor in m^2
Circuit	In series circuit \rightarrow the current stays the same and voltage divides In parallel circuit \rightarrow the voltage stays the same and current divides	
Resistance in series	$R = R_1 + R_2 + R_3$	R, R ₁ , R ₂ and R ₃ are resistances of resistor in ohms
Resistance in parallel	$\frac{1}{R} = \frac{1}{R_1} + \frac{1}{R_2} + \frac{1}{R_3}$	
Potential divider	$\frac{V_1}{V_2} = \frac{R_1}{R_2}$	
Potential divider	$V_2 = \left(\frac{R_2}{R_1 + R_2}\right) \times V$	$V_1 = \left(\frac{R_1}{R_1 + R_2}\right) \times V$

Power	$P = I \times V$	$P = I^2 \times R$	$P = \frac{V^2}{R}$	P is the power in watts (W)
Power	$P = \frac{\text{Energy}}{\text{time}}$			The unit of energy is joules (J)
Transformer	$\frac{V_p}{V_s} = \frac{n_p}{n_s}$			V_p is the voltage in primary coil, V_s is the voltage in secondary coil n_p is the no of turns in primary and n_s is the no of turns in secondary
Transformer	Power of primary coil = power of secondary coil $P_p = P_s$ $I_p \times V_p = I_s \times V_s$ $\frac{V_p}{V_s} = \frac{I_s}{I_p}$ I_p is the current in primary coil and I_s the current in secondary coil			
Cathode rays	Stream of electrons emitted from heated metal (cathode). This process is called thermionic emission.			

Alpha particles α -particles	Helium nucleus Stopped by paper Highest ionization potential	
Beta-particles β -particles	Fast moving electrons Stopped by aluminum Less ionization potential	
Gamma-particles γ -rays	Electromagnetic radiation Only stopped by thick a sheet of lead Least ionization potential	
Half-life	Time in which the activity or mass becomes half	
Atomic symbol	$\begin{matrix} A \\ Z \\ X \end{matrix}$	A is the total no of protons and neutrons Z is the total no of protons
Isotopes	Same number of protons but different number of neutrons	