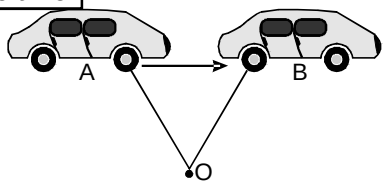
Motion

When object changes it position with respect to time

Rest

When object changes it position with respect to time

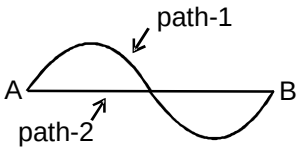


Physical Quantities

- Scalar : depend only on magnitude
- Vector : Depend on magnitude and directions

Distance

Scalar quantity ; S.I. unit metre



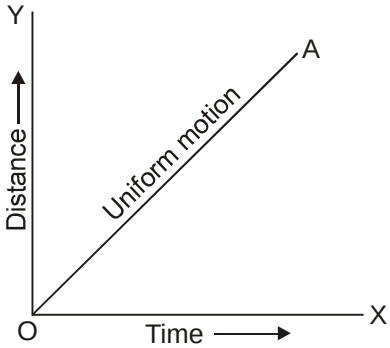
Displacement

Vector quantity ; S.I. unit metre

Speed

Scalar quantity ; S.I. unit metre per second

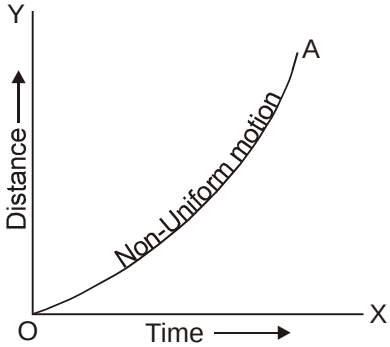
- Average speed
- uniform speed
- Non-uniform speed
- Instantaneous speed



Velocity

Vector quantity ; S.I. unit metre per second

- Average Velocity
- uniform Velocity
- Non-uniform Velocity
- Instantaneous Velocity



Acceleration

Vector quantity ; S.I. unit metre per second square

- Positive Acceleration
- Negative Acceleration

$$a = \frac{v-u}{t}$$

Equations of motion

- $v = u + at$
- $s = ut + 1/2at^2$
- $v^2 - u^2 = 2as$

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