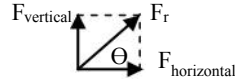
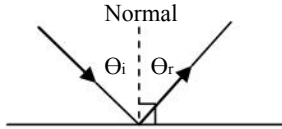
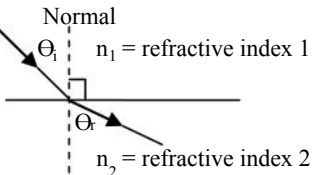
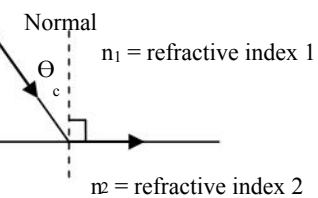
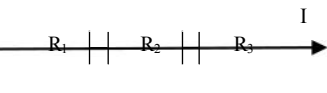
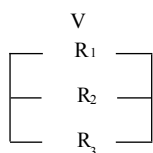


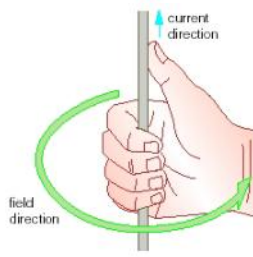
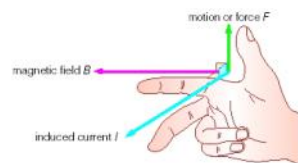
# ‘O’ Level Physics Formula Sheet

<b>Measurements</b>	
<b>Base SI Units</b>	
Kg	SI Unit for mass: Kilogram
m	SI Unit for length: metre
s	SI Unit for time: second
A	SI Unit for current: Ampere
K	SI Unit for Temperature: Kelvin
mol	SI Unit for Amount of substance: molar
<b>Number Prefix</b>	
n ( $10^{-9}$ )	nano
$\mu$ ( $10^{-6}$ )	micro
m ( $10^{-3}$ )	milli
c ( $10^{-2}$ )	centi
d ( $10^{-1}$ )	deci
K ( $10^3$ )	Kilo
M ( $10^6$ )	Mega
<b>Kinematics</b>	
<b>Average Speed</b> $s = \Delta d / \Delta t$	$\Delta d$ = total distance travelled (area under speed-time graph)
<b>Average Velocity</b> $v = \Delta x / \Delta t$	$\Delta t$ = total time taken $\Delta v$ = change in velocity
<b>Acceleration</b> $a = \Delta v / \Delta t$	<b>Velocity</b> (slope of displacement-time graph) <b>Acceleration</b> (slope of velocity-time graph)
$v = u + at$ $x = ut + \frac{1}{2} at^2$ $v^2 = u^2 + 2ax$	u = initial velocity v = final velocity t = time a = acceleration x = displacement h = height g = gravitational constant = 9.81 m/s <sup>2</sup>
$v_{\text{free fall}} = \sqrt{2gh}$	
<b>Dynamics</b>	
<b>Newton's First Law</b> $\Sigma F = 0$ at equilibrium	A body continues to stay in its state of rest or uniform motion in a straight line as long as there is no net force/moment acting on the body.
<b>Newton's Second Law</b> $F = ma$	The acceleration of an object is directly proportional to the net force acting on it and inversely proportional to its mass.
<b>Newton's Third Law</b>	For every force object A acts on object B, object B will exert an equal and opposite force on object A giving rise to <b>Reaction/Normal Forces</b>
<b>Resolving forces</b> $F_{\text{horizontal}} = F_r \cos \theta$ $F_{\text{vertical}} = F_r \sin \theta$	
<b>Mass, Weight, Density</b>	
<b>Weight</b> $w = mg$	w = Weight m = mass g = gravitational field strength
<b>Density</b> $\rho = \frac{m}{V}$	$\rho$ = density m = mass V = volume
<b>Turning effect of Force</b>	
<b>Moment of Force</b> $M = F d$	M = Moment F = force d = $\perp$ distance from force to pivot

<b>Principle of Moment</b> $\Sigma$ Anticlockwise Moment = $\Sigma$ Clockwise Moment	For a body in rotational equilibrium, Sum of ACW Moment = sum of CW Moment
<b>Pressure</b>	
<b>Pressure</b> $P = \frac{F}{A}$	P = Pressure F = Force over area, A A = Area
<b>Pressure of liquid column</b> $P = h\rho g$	P = Pressure $\rho$ = density, h = height of liquid column g = gravitational field strength.
<b>Energy, Work and Power</b>	
<b>Work Done</b> $W = Fd$	W = work done F = force d = distance in direction of force
<b>Power</b> $P = W/t = Fv$	Work done per unit time, t
<b>Kinetic Energy</b> $E_k = \frac{1}{2}mv^2$	$E_k$ = Kinetic Energy m = mass v = velocity
<b>Gravitational Potential Energy</b> $E_p = mgh$	g = gravity = 9.81 m/s <sup>2</sup> h = height m = mass
<b>Conservation of Energy</b> $E_1 = E_2$	$E_1$ = Total Energy Before $E_2$ = Total Energy After Energy cannot be created or destroyed. It can only be transformed or converted into other forms.
<b>Kinetic Model of Matter</b>	
<b>Ideal Gas Law</b> $PV \propto T$	P = pressure of fixed mass of gas V = volume occupied by fixed mass of gas T = Temperature of gas Subscript 1 = initial state Subscript 2 = final state
<b>Thermal Properties of Matter</b>	
<b>Specific Heat Capacity</b> $E = mc\Delta T$	c = Specific heat capacity (Energy required to raise the temperature of 1kg of the object by 1 °C) m = mass $\Delta T$ = change in temperature.
<b>Latent Heat</b> For melting, $E = mL_{\text{fusion}}$ For boiling, $E = mL_{\text{vaporization}}$	$L_{\text{fusion}}$ = latent heat of fusion (Energy required to change 1kg of solid to liquid at the constant temp) $L_{\text{vaporization}}$ = latent heat of vaporization (Energy required to change 1kg of liquid to gas at the constant temp) m = mass
<b>General Wave Properties</b>	
<b>Wave Velocity</b> $v = f\lambda$	v = velocity of a wave f = frequency $\lambda$ = wavelength
<b>Wave frequency</b> $f = \frac{1}{T}$	T = Period f = frequency

# ‘O’ Level Physics Formula Sheet

<b>Light</b>	
<b>Law of Reflection</b> $\Theta_i = \Theta_r$ $\Theta_i$ = angle of incidence $\Theta_r$ = angle of reflection	
<b>Snell's Law (refraction)</b> $n_1 \sin \Theta_i = n_2 \sin \Theta_r$ $\Theta_i$ = angle of incidence $\Theta_r$ = angle of refraction	
<b>Critical angle</b> $\sin \Theta_c = \frac{n_2}{n_1}$ (special case of Snell's law where $\Theta_r = 90^\circ$ )	
<b>Refractive Index</b> $n = \frac{c}{v}$ (n of air $\approx 1$ )	c = speed of light in vacuum. v = speed of light in medium Higher refractive index of a medium means light travel slower in the medium
<b>Magnification</b> $M = \frac{h_i}{h_o} = \frac{d_i}{d_o}$	M = magnification h = height d = distance from lens Subscript i = image Subscript o = object
<b>Current of Electricity</b>	
<b>Current</b> $I = Q / \Delta t$	Current = rate of flow of charges Q = Charge t = time
<b>Ohm's Law</b> <b>Resistance</b> $R = V / I$	V = voltage, R = resistance I = current
<b>Resistance of a wire</b> $R = \rho L / A$	$\rho$ = resistivity L = length of wire A = cross sectional area
<b>D. Circuits</b>	
<b>Kirchoff's 1<sup>st</sup> Law</b> $\sum I_{in} = \sum I_{out}$	Conservation of charges. $\sum I_{in}$ = Sum of current going into a junction $\sum I_{out}$ = Sum of current going out of a junction
<b>Kirchoff's 2<sup>nd</sup> Law</b> $\sum V = E.M.F$	$\sum V$ across all components in a circuit E.M.F = Voltage supplied by the power supply.
<b>Resistance in Series</b> $R_{total} = R_1 + R_2 + R_3$	
<b>Resistance in Parallel</b> $\frac{1}{R_{total}} = \frac{1}{R_1} + \frac{1}{R_2} + \frac{1}{R_3}$	

<b>Practical Electricity</b>	
<b>Electric Power</b> $P = VI = V^2/R = I^2R$	P = Power V = voltage R = resistance I = current
<b>Electrical Energy</b> $E = Pt = (VI)t$	E = energy output P = power t = time V = voltage I = current
<b>Electromagnetism</b>	
<b>Transformer</b> $\frac{V_p}{V_s} = \frac{N_p}{N_s}$ (ideal transformer) $V_p I_p = V_s I_s$	V = voltage N = number of coils I = current Subscript p = primary coil Subscript s = secondary coil
<b>Right hand grip</b>	
<b>Fleming's Right Hand Rule</b>	
<b>Fleming's Left Hand Rule</b>	