

	<u>Formula</u>	<u>Class</u>	<u>11A</u>	<u>Student</u>	
1	$[d_t = v_0 \cos \theta t]$	Physics	Motion in 2D	<i>Projectiles at <math>\angle</math>s launched from a height</i>	Ambia, Saima
2	$[d_y = \frac{1}{2}at^2]$ HEIGHT	Physics	Motion in 2D	<i>Horizontal Projectiles</i>	Mainhardt, Chloe
3	$[d_y = v_x t]$ RANGE	Physics	Motion in 2D	<i>Horizontal Projectiles</i>	Lang, Nicholas
4	$[t = \sqrt{(2d_y)/g}]$	Physics	Motion in 2D	<i>Horizontal Projectiles</i>	Cereska, Landon
5	$a = \Delta v / t = (v_2 - v_1) / t$	Physics	Motion in 1D		Neimann, James
6	Angle between 2 vectors	PreCalc			Doraci, Aiden
7	Area of Triangle = $\frac{1}{2}bh$	PreCalc			Stamatakis, Ella
8	Area of Triangle $\frac{1}{2}$ side side $\sin \theta$	PreCalc			Nank, Emma
9	Cross product of 2 vectors	PreCalc			Sanders, Lucas
10	$d = \frac{1}{2}(at^2) + v_i t + d_i$	Physics	Motion in 1D		Mahdi, Nabil
11	$d = vt + d_i$	Physics	Motion in 1D		Fields, Callen
12	Dot product of 2 vectors	PreCalc			Battaglia, Jameson
13	$D_y = -\frac{1}{2}gt^2 + (v_0 \sin \theta)t + d_{yi}$	Physics	Motion in 2D	<i>Projectiles at <math>\angle</math>s launched from a height</i>	Jacob, Jaime
14	Equation of a Line through 2 Points	PreCalc			Stchur, John
15	$H = (v_0 \sin \theta)^2 / 2g$	Physics	Motion in 2D	<i>Projectiles at Angles</i>	Amin, Tazkira
16	Hero's Formula $a = \sqrt{s(s-a)(s-b)(s-c)}$	PreCalc			Ahmed, Thayyid
17	Law of Cosines	PreCalc			Partlow, Avery
18	Law of Sines	PreCalc			Nobody, Nobody
19	LUCKY CHOICE (PICK A 3 VARIABLE EQUATION)				Hayder, Rizwan
20	Pythagorean Theorem	PreCalc			Cardenas, Jacob
21	Quadratic Formula	PreCalc			Kammerzell, Avery
22	$R = (v_0^2 \sin 2\theta) / g$	Physics	Motion in 2D	<i>Projectiles at Angles</i>	Hahn, Mia
23	$v = d / t$	Physics	Motion in 1D		Yang, Alexander
24	$v_f = at + v_i$	Physics	Motion in 1D		Elias, Terasia
25	$v_f^2 = 2ad + v_i^2$	Physics	Motion in 1D		Nobody, Nobody