

	<u>Formula</u>	<u>Class</u>	<u>11B</u>	<u>Student</u>	
1	$[d_t = v_0 \cos \theta t]$	Physics	Motion in 2D	<i>Projectiles at \angles launched from a height</i>	Nobody, Nobody
2	$[d_y = \frac{1}{2}at^2]$ HEIGHT	Physics	Motion in 2D	<i>Horizontal Projectiles</i>	Meyer, Adam
3	$[d_y = v_x t]$ RANGE	Physics	Motion in 2D	<i>Horizontal Projectiles</i>	Schultz, John
4	$[t = \sqrt{(2d_y)/g}]$	Physics	Motion in 2D	<i>Horizontal Projectiles</i>	Cece, Donovan
5	$a = \Delta v / t = (v_2 - v_1) / t$	Physics	Motion in 1D		Gregersen, Collin
6	Angle between 2 vectors	PreCalc			LeMaigre, Tyler
7	Area of Triangle = $\frac{1}{2}bh$	PreCalc			Swigart, Wesley
8	Area of Triangle $\frac{1}{2}$ side side $\sin \theta$	PreCalc			Bulas, Delaney
9	Cross product of 2 vectors	PreCalc			Chan, Waincey
10	$d = \frac{1}{2}(at^2) + v_i t + d_i$	Physics	Motion in 1D		Fair, Joshua
11	$d = vt + d_i$	Physics	Motion in 1D		Cooks, Nicole
12	Dot product of 2 vectors	PreCalc			DiCerbo, Elijah
13	$D_y = -\frac{1}{2}gt^2 + (v_0 \sin \theta)t + d_{yi}$	Physics	Motion in 2D	<i>Projectiles at \angles launched from a height</i>	Cooper, Kyle
14	Equation of a Line through 2 Points	PreCalc			Waite, Ian
15	$H = (v_0 \sin \theta)^2 / 2g$	Physics	Motion in 2D	<i>Projectiles at Angles</i>	Rahman, Adeeba
16	Hero's Formula $a = \sqrt{s(s-a)(s-b)(s-c)}$	PreCalc			Ellis, Nolan
17	Law of Cosines	PreCalc			Rinaldi, Isabella
18	Law of Sines	PreCalc			Gaitan, Genna
19	LUCKY CHOICE (PICK A 3 VARIABLE EQUATION)				Le, Jason
20	Pythagorean Theorem	PreCalc			Squier, Mikayla
21	Quadratic Formula	PreCalc			Boldt, Aidan
22	$R = (v_0^2 \sin 2\theta) / g$	Physics	Motion in 2D	<i>Projectiles at Angles</i>	Tyrrell, Evan
23	$v = d / t$	Physics	Motion in 1D		Bashir, Sania
24	$v_f = at + v_i$	Physics	Motion in 1D		Khan, Isha
25	$v_f^2 = 2ad + v_i^2$	Physics	Motion in 1D		Simons, Maggie