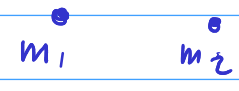


$$\frac{\Delta x}{\Delta t} \rightarrow \frac{dx}{dt} \left(\frac{m}{s} \right)$$

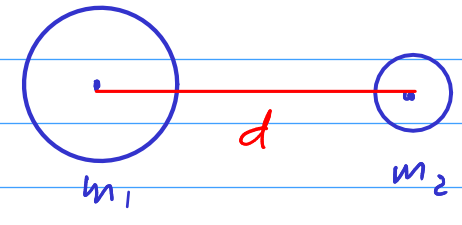
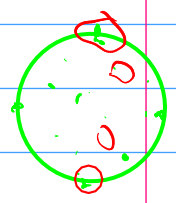
↓
1) pendenza locale
2)

$$\frac{\Delta y}{\Delta x}$$

// punto materiale



$$F \propto \frac{M m}{R^2} \rightarrow \frac{m_1 \cdot m_2}{d^2}$$



m_1, m_2 : gravi-attrazione!

1) m_1, m_2, d, F

$$F = G \frac{m_1 \cdot m_2}{d^2}$$

→ G

$$2) \left| \frac{\vec{F}}{m} \right| = \frac{G M_T \cdot m}{R_T^2}$$

→ M_T !

$$\vec{F}_{m_1}^{(m_2)} = - \vec{F}_{m_2}^{(m_1)}$$

$$F = k \frac{q_1 \cdot q_2}{d^2}$$

$$\vec{v} = \frac{\Delta x}{\Delta t} \rightarrow \frac{dx}{dt}$$

1)

$$a_x = \frac{\Delta v_x}{\Delta t} \rightarrow \frac{dv_x}{dt} \rightarrow \frac{d^2x}{dt^2}$$

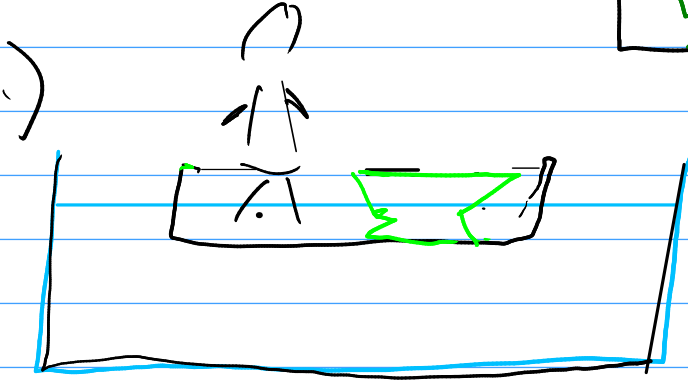
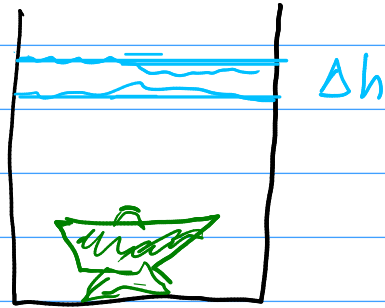
$$2) \vec{Q} = \frac{\vec{F}}{m} \xrightarrow{\vec{F}=0} \vec{Q}=0 \Rightarrow \vec{v}=k$$

$$F \propto \Delta p$$

$$3) \text{ Azione-reazione } \rightarrow \vec{F}_A^{(B)} = - \vec{F}_B^{(A)}$$

Eureka?

$\leftarrow d \rightarrow$



2) *incudine affondata!*

|| livello acqua?