

Level 3 Technical Level

IT: PROGRAMMING

Unit 5 Mathematics for programmers

Formula sheet

<p>Area of a circle</p> $A = \pi r^2 \text{ or } A = \frac{\pi D^2}{4}$	<p>Density</p> $\rho = \frac{m}{V}$
<p>Sine rule</p> $\frac{a}{\sin A} = \frac{b}{\sin B} = \frac{c}{\sin C}$	<p>Cosine rule</p> $a^2 = b^2 + c^2 - 2bc \cos A$ $b^2 = a^2 + c^2 - 2ac \cos B$ $c^2 = a^2 + b^2 - 2ab \cos C$
<p>Angular measure</p> $360^\circ \equiv 2\pi \text{ radians}$	<p>Newton's second law</p> $F = ma$
<p>Trigonometry</p> $\sin = \frac{\text{opp}}{\text{hyp}}, \cos = \frac{\text{adj}}{\text{hyp}} \text{ and } \tan = \frac{\text{opp}}{\text{adj}}$	<p>Quadratic equation</p> $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} \text{ where } ax^2 + bx + c = 0$
<p>Mean value</p> $\bar{x} = \frac{\sum x}{n}$	<p>Standard deviation</p> $\sigma = \sqrt{\left\{ \frac{\sum (x - \bar{x})^2}{n} \right\}}$
<p>Cartesian to polar conversion</p> $r = \sqrt{x^2 + y^2}$ $\tan \theta = \frac{y}{x}$	<p>Polar to Cartesian conversion</p> $x = r \cos \theta$ $y = r \sin \theta$
<p>Straight line graph</p> $y = mx + c$	<p>Energy</p> <p>Potential Energy = mgh</p> <p>Kinetic Energy = $\frac{mv^2}{2}$</p>
<p>The gravitation constant:</p> $g = 9.81 \text{ m s}^{-2}$	

Turn over ►

Standard Derivatives

$f(x)$	$\frac{dy}{dx}$
ax^n	anx^{n-1}
$\sin ax$	$a \cos ax$
$\cos ax$	$-a \sin ax$
$\ln ax$	$\frac{1}{x}$
e^{ax}	ae^{ax}

Standard Integrals

$f(x)$	$\int f(x) dx$
ax^n	$\frac{ax^{n+1}}{n+1} + c$ if $n \neq -1$
$\sin ax$	$-\frac{1}{a} \cos ax + c$
$\cos ax$	$\frac{1}{a} \sin ax + c$