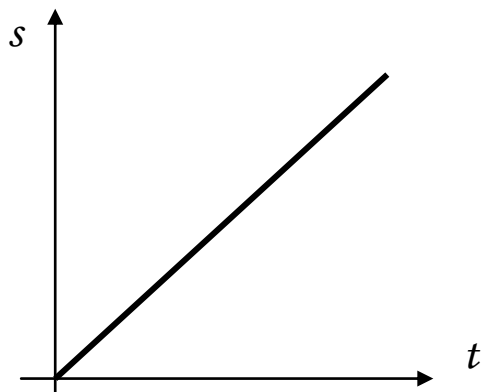


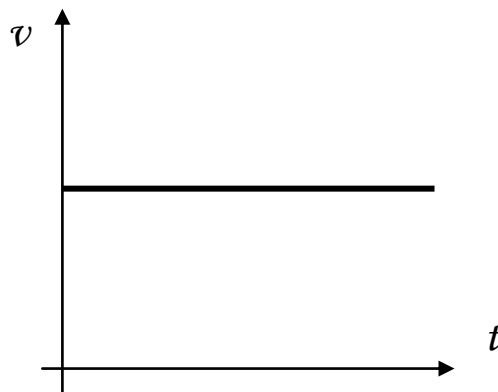
GRAFIČKI PRIKAZ KRETANJA

1. Ravnomjerno pravolinijsko kretanje ($v = \text{const.}$)

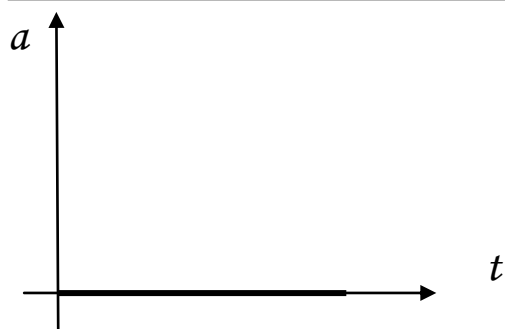
s/t grafikon



v/t grafikon



a/t grafikon

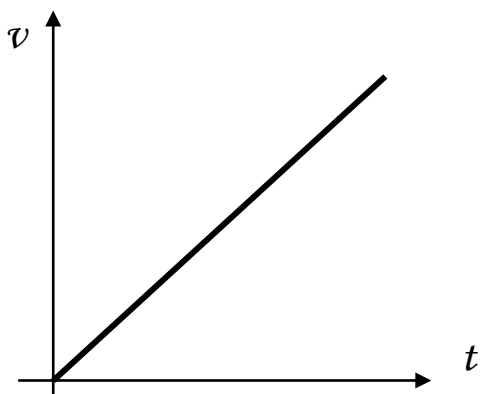


$a=0$

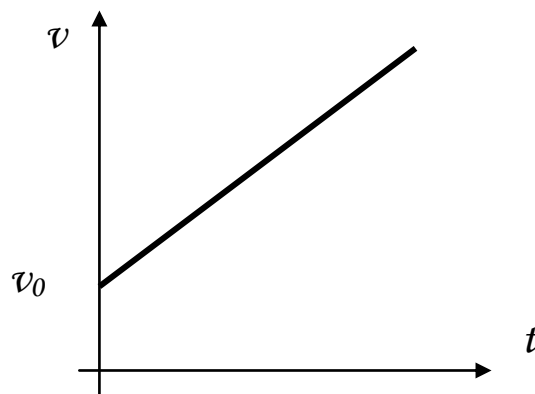
WIBE

2. Jednako ubrzano pravolinijsko kretanje ($a = \text{const.}$)

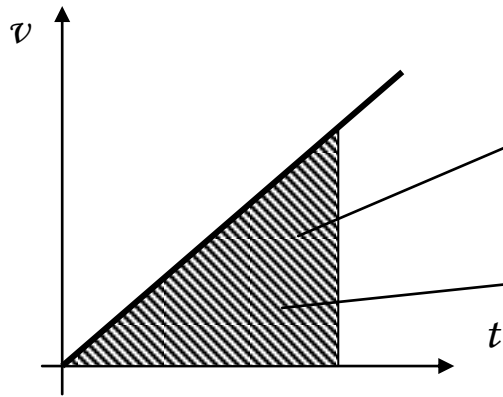
v/t grafikon ($v_0=0$)



v/t grafikon ($v_0 \neq 0$)



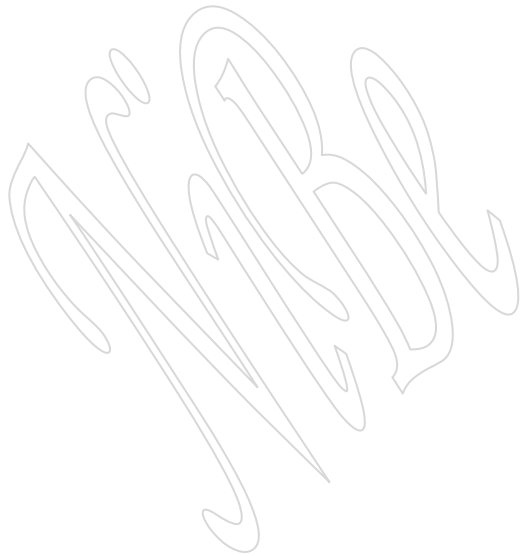
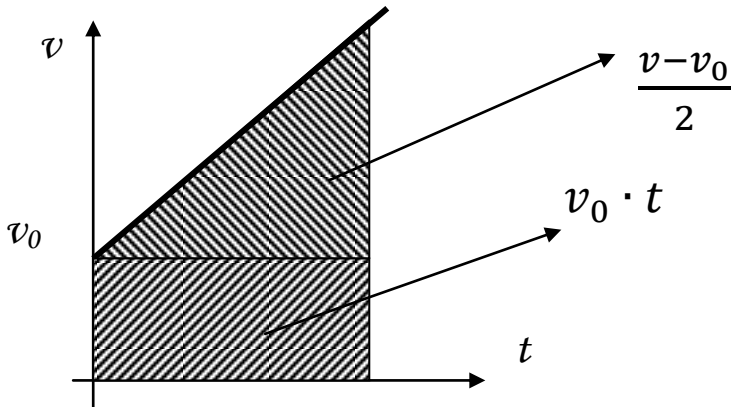
v/t grafikon ($v_0=0$)



$$s = \frac{v \cdot t}{2}$$

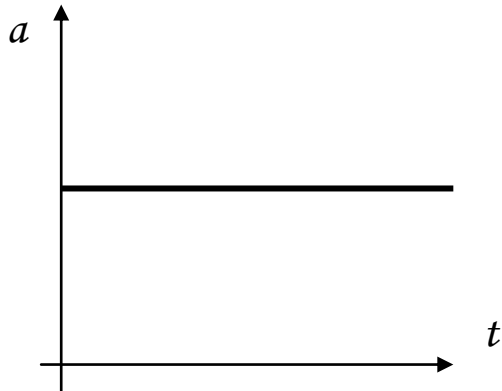
$$s = \frac{a \cdot t^2}{2}$$

v/t grafikon ($v_0 \neq 0$)



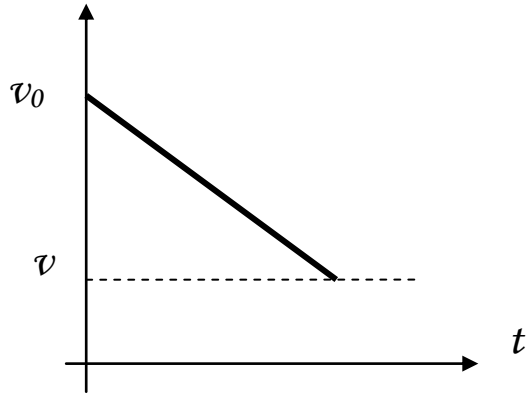
$$s = \frac{(v+v_0)}{2} \cdot t \quad \text{ili} \quad s = v_0 \cdot t + \frac{a \cdot t^2}{2} \quad \text{i} \quad v^2 = v_0^2 + 2as$$

a/t grafikon

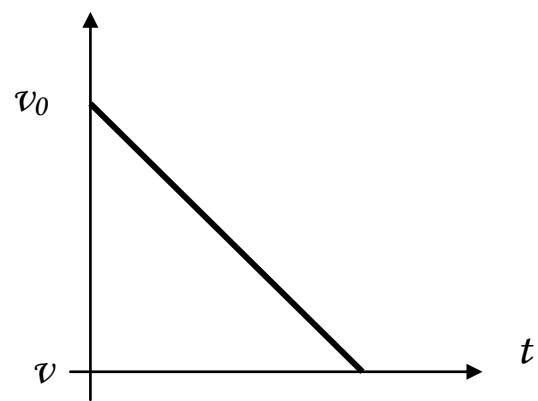


3. Jednako usporeno pravolinijsko kretanje ($a = \text{const.}$)

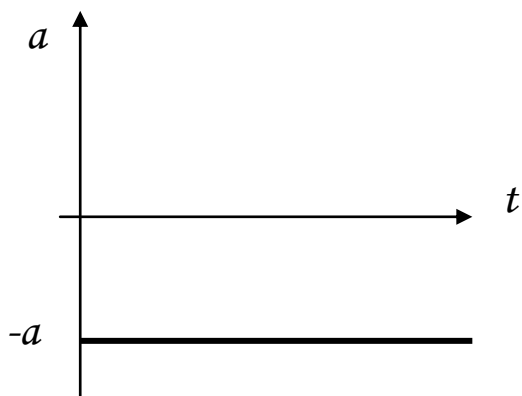
v/t grafikon ($v \neq 0$)



v/t grafikon ($v = 0$)



a/t grafikon



$$s = v_0 \cdot t - \frac{a \cdot t^2}{2}$$

i

$$v^2 = v_0^2 - 2as$$