

SOME ANALOG COMPUTER FACTS:

$$F = MA$$

$$P = \int V dt$$

$$V = \int A dt$$

for a falling object:

$$A = G$$

for a mass on spring:

$$A = KP$$

When there's no force, no gravity:

$$V = C$$

Sometimes: $F = \text{friction}$

$F = \text{force}$

$M = \text{mass}$

$A = \text{acceleration}$

$K = \text{spring constant}$

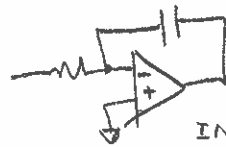
$G = \text{gravity constant}$

$V = \text{velocity}$

$P = \text{position}$

$t = \text{time}$

$C = \text{any constant}$

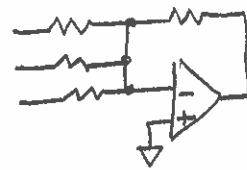


$$V = \frac{1}{C} \int i dt$$

INTEGRATOR



DIFFERENTIATOR



SUMMER



INVERTER



BUFFER