## Frame of Reference

## Relative to motion of objects

K – frame of reference

Coordinates written as: (x,y,z)

(x, y, z) = (4m, 3m, 1m)

(x',y',z') = (2m, 3m, 1m) K'

EX.

Object is at origin of K'

X for K changes because K' is round of 1

Object goes up and back down

For K' - chi:

For K' – object goes straight up and down

\*object is moving in x direction\*

For K – object has a parabolic form (path)