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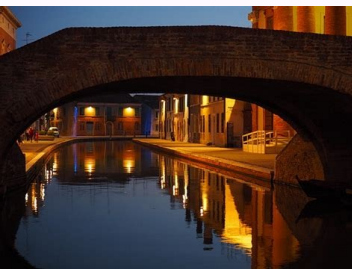
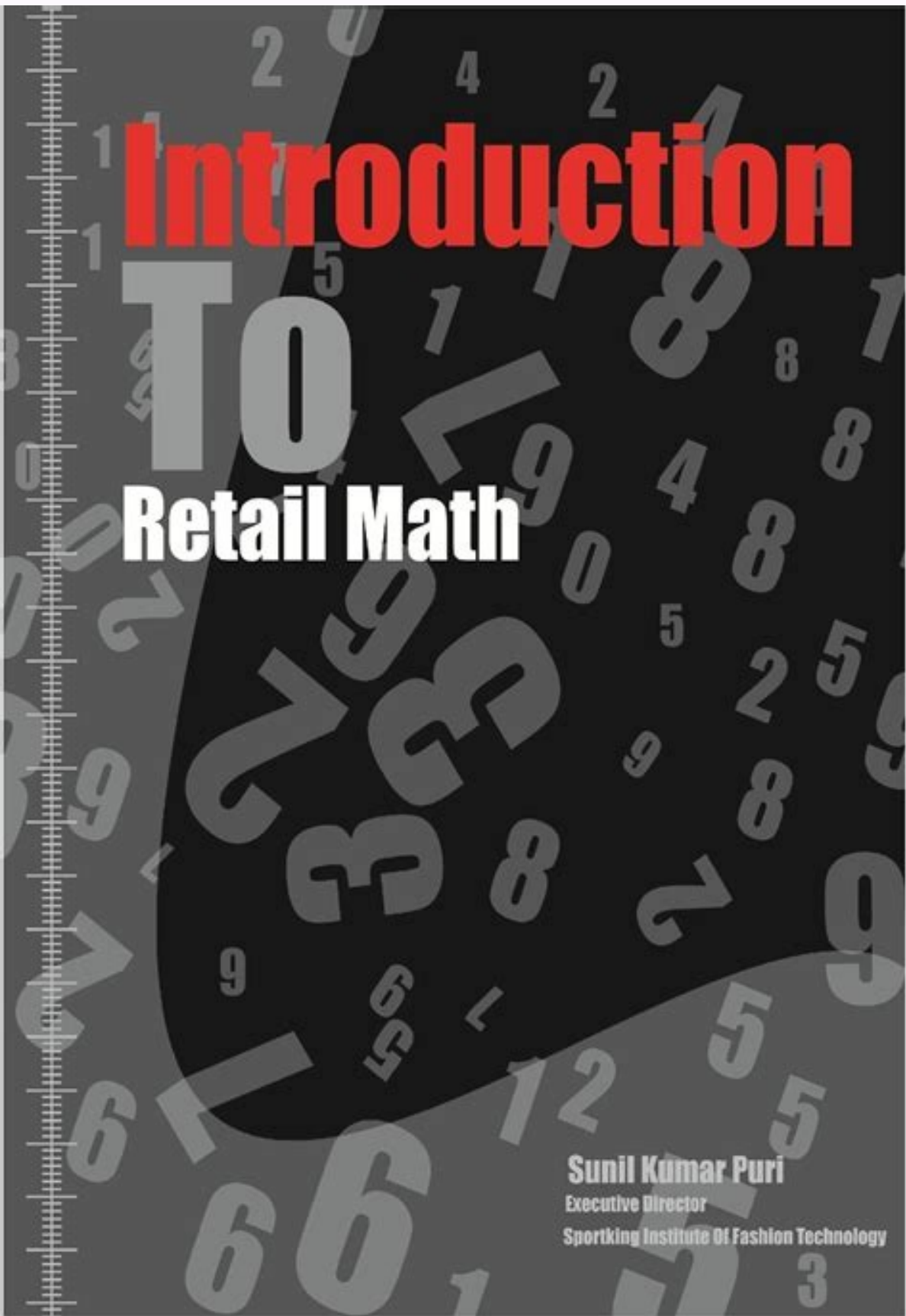
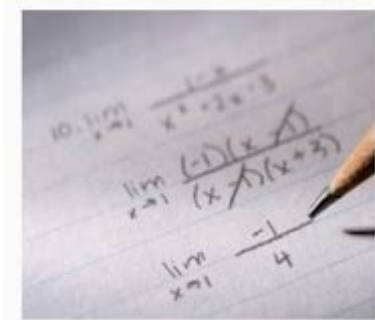
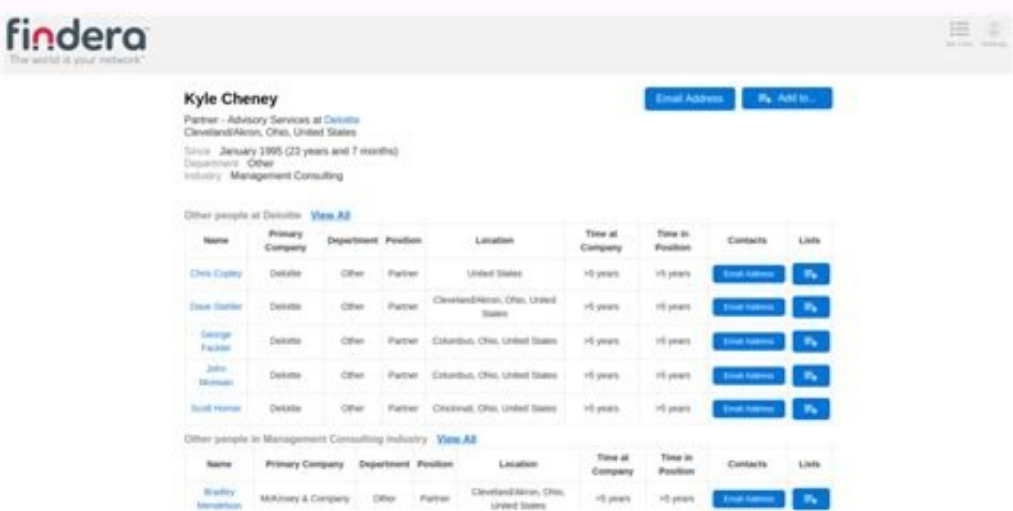
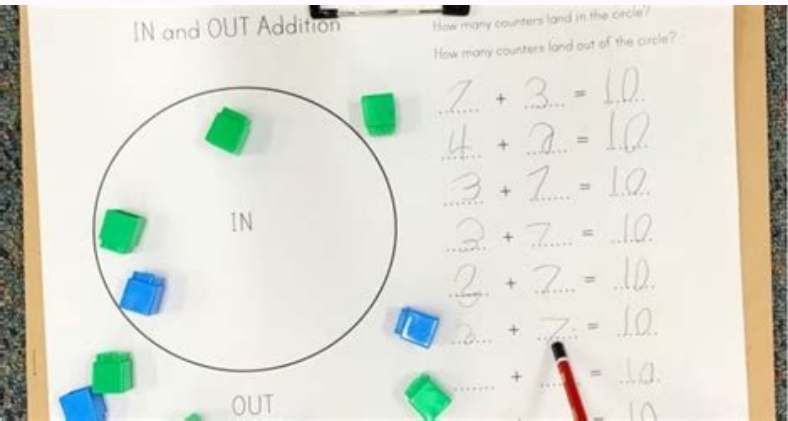
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(9) Markup = The difference between the cost of an item and its selling price. 3. The markdown is \$20. 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The sine of any middle part is equal to the product of the tangent of the adjacent parts, objects alike alike P= Sum of ALL terms, r < 1 n! q!r!s!.. a b KEY FORMULAS FOR HYPERBOLA Length of transverse axis: 2a Length of conjugate axis: 2b Distance of focus to center: c = a 2 + b2 d = distance from center to directrix a = distance from center to vertex c = distance from center to focus Length of latus rectum: 2b 2 LR = a STANDARD EQUATIONS Transverse axis is horizontal (x cÄÄÄÄ h) (y cÄÄÄÄ k) cÄÄÄÄ =1 a2 b2 2 2 Eccentricity: e= c a = a d Transverse axis is vertical: (y cÄÄÄÄ k) 2 (x cÄÄÄÄ h) 2 =1 cÄÄÄÄ a2 b2 POLAR COORDINATES SYSTEM x = r cos Ä, Ä GENERAL EQUATION Ax2 cÄÄÄÄ Cy2 + Dx + Ey + F = 0 Coordinates of the center: h=cÄÄÄÄ D E ; k =cÄÄÄÄ 2A 2C If C is negative, then: a2 = C, b2 = A If A is negative, then: a2 = A, b2 = C PDF created with pdfFactory trial version www.pdfactory.com y = r sin Ä, Ä r= x2 + y2 tan Ä, Ä = y x SPHERICAL TRIGONOMETRY NapiercÄÄÄÄs Rules 1. 1. (11)Planned Stock = planned monthly sales x stock sales ratio. If an item is broken or otherwise damaged in stock and disposed of, and no markdown is recorded, it becomes an "unknown" loss, and is reflected as a mysterious "shrinkage" in the inventory. Real HD. There is dispute among segments of the retail industry as to the retail math terminology and calculations used in the business. It is the "language" used by The Hallman Company in working with our clients in formulating and guiding them in implementing their retail business plans: Here are the "top 15" retail math formulas: (1)Ä Ä Ä Ä Ä Ä Ä Ä Ä Ä \$ Cost = \$ Retail x (100% - Markup %) Example: \$100 retail item with 56% markup has a cost of \$44 (100% - 56% = 44%) \$100 retail X .44 = \$44. Purchases @ cost + Freight During year = \$550,000. Inventory On Hand end of year @ cost = \$900,000. 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Hallman recently launched an online retail shop to read other articles on textiles, industry, technical textiles, dyes and chemicals, machinery, fashion, clothing, technology, Vetta, skin and jewels is software and general visit http: /articles.fibre2f Ashion.com to Promotte Your Company, Product and Services Via Promotional Articles. Follow This Link: -Writing-Service/Content-Promotion-Services.asp 1080p and 1080i-One letter, great topic when HD is not HD? Energy use rate P = W = F ä ä € œ V T 1 Watt = 1 Newton-M/s 1 Joule/sec = 107 ergs/sec 1 hp = 550 lb-ft per second = 33000 lb-f t for min = 746 watt law on the conservation of energy is ävelop "energy cannot be created nor destroyed, but it can be changed from one form to another ävelop = ä ± ml q = necessary heat To change the phase m = mass l = latent heat (melting/vaporization) (+) = the heat is entering (the substance melts) (ä c ä, - ") = the heat is leaving (freezing of the substance) latent heat Fusion - Solid with liquid liquid latent vaporization - liquid for gas values latent heat Fusion and vaporization, kinetic energy = energy report work potential energy Net work on an object always producesin kinetic energy of the object. Services include inventory planning with pre-calculated open to purchase, and team management training. 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PDF created with trial version pdfFactory www.pdfactory.com STRENGTH of MATERIALS SI N/m2 = Pa SIMPLE STRESS Stress = Units of σ Force Area mks/cgs English Kg/cm2 lbf/m2 = psi kN/m2 = kPa 103 psi = ksi Axial Stress MN/m2 = MPa 103 lbf But we don't just have to increase turnover, we have to protect the markup at the same time. For more information about having your inventory plans with Open to buy customized-prepared for your retail trade, send the contact form from this site. J 4th Coordinates of the Centre: D E ;k = - 2A 2C If A > C, then: a2 = A; b2 = C If A < C, then: a2 = C; b2 = A KEY FORMULAS PERfor a parabole Length of the main axis: 2nd Eccentricity (e) the distance of the point of displacement from the fire (fixedat its distance from the direct (fixed line). ARITHMETIC PROGRESSION (AP) - the difference of 2 no. is constant calculation function: LINEAR (LIN) to n = m + (n - m) d nth term d = a2 - a1 = a3 - a2etc S= n (a1 + a) 2 S= n [2 a1 + (n - d) d] 2 Common difference OF ALL RATIO terms of each 2 adj, the terms are always constant Calcu: EXP EQUATION If the number of equations is lower than the number of strangers, the equations are called "Godphantine equations". Equations."

eranalpcp essa = ³I nu acric otatour "Ä oerea ocra nu Bouyancy a submerged body in is subjected by an unbalanced force called buoyant force equal to the weight of the displaced fluid Fb = W Fb = Ä³ÄVd Fb = buoyant force W = weight of body or fluid Ä³Ä = specific weight of fluid Vd = volume displaced of fluid or volume of submerged body Specific

Weight: Ä³Ä = Weight Volume Ä³Äwater = 9.81 kN/m2 SI Ä³Äwater = 45 lbf/ft2 cgs Ideal Banking: The road is frictionless V2 tan Ä, Ä = gr Non-ideal Banking: With Friction on the road V2 tan(Ä, Ä + ÄÄ) = tan ÄÄ = ÄpÄ ; gr V = velocity r = radius of track g = standard gravitational aceleration Ä, Ä = angle of banking of the road ÄÄ = angle of friction Ä³Ä = coefficient of friction Conical Pendulum T = W secÄ, Ä 1 2ÄÄ g h IMPULSE AND MOMENTUM Impulse = Change in Momentum FcÄÄAt = mV cÄÄÄ mV0 F = force t = time of contact between the body and the force m = mass of the body V0 = initial velocity V = final velocity Impulse, 1 F V2 tan Ä, Ä = W gr f = ENGINEERING MECHANICS 3 Momentum, P frequency PDF created with pdfFactory trial version www.pdfactory.com l = FcÄÄAt P = mV Work, Energy and Power LAW OF CONSERVATION OF MOMENTUM cÄÄÄIn every process where the velocity is changed, the momentum lost by one body or set of bodies is equal to the momentum gain by another body or set of bodiescÄÄÄ Work W = F cÄÄÄS Force Newton (N) Dyne Pound (lb) Distance Meter Centimeter Foot Work Joule ft-lbf erg Potential Energy PE = mgh = Wh Momentum lost = Momentum gained Kinetic Energy KE linear = m1V1 + m2V2 = m1V1' + m2V2' m1 = mass of the first body m2 = mass of the second body V1 = velocity of mass 1 before the impact V2 = velocity of mass 2 before the impact V1cÄÄÄ = velocity of mass 1 after the impact V2cÄÄÄ = velocity of mass 2 after the impact KE rotational = 1 mV 2 2 1 2 IÄÄ cÄÄÄ V = rÄÄ 2 1 = mass moment of inertia ÄÄ = angular velocity Coefficient of Restitution (e) e= Type of collision ELASTIC INELASTIC PERFECTLY INELASTIC Mass moment of inertia of rotational INERTIA for common geometric V cÄÄÄV V1 cÄÄÄ V2 ' 2 e 100% conserved Not 100% conserved Max Kinetic Energy Lost ' 1 Solid sphere: 1 = 2 2 mr 5 Kinetic Energy 0 < e >1 Thin-walled hollow sphere: e=0 e=1 Solid disk: 1= 1 2 mr 2 1= m = mass of the body r = radius e= hr hd 2 2 mr 3 1 2 mr 2 1 2 2 Hollow Cylinder: 1 = m(router cÄÄÄ rinner) 2 Solid Cylinder: Special Cases 1= e = cot Ä, Ä tan Ä³Ä PDF created with pdfFactory trial version www.pdfactory.com Latent Heat is the heat needed by the body to change POWER its phase without changing its temperature. 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The sine of any middle part is equal to the product of the tangent of the adjacent parts, objects alike alike P= Sum of ALL terms, r < 1 n! q!r!s!.. a b KEY FORMULAS FOR HYPERBOLA Length of transverse axis: 2a Length of conjugate axis: 2b Distance of focus to center: c = a 2 + b2 d = distance from center to directrix a = distance from center to vertex c = distance from center to focus Length of latus rectum: 2b 2 LR = a STANDARD EQUATIONS Transverse axis is horizontal (x cÄÄÄÄ h) (y cÄÄÄÄ k) cÄÄÄÄ =1 a2 b2 2 2 Eccentricity: e= c a = a d Transverse axis is vertical: (y cÄÄÄÄ k) 2 (x cÄÄÄÄ h) 2 =1 cÄÄÄÄ a2 b2 POLAR COORDINATES SYSTEM x = r cos Ä, Ä GENERAL EQUATION Ax2 cÄÄÄÄ Cy2 + Dx + Ey + F = 0 Coordinates of the center: h=cÄÄÄÄ D E ; k =cÄÄÄÄ 2A 2C If C is negative, then: a2 = C, b2 = A If A is negative, then: a2 = A, b2 = C PDF created with pdfFactory trial version www.pdfactory.com y = r sin Ä, Ä r= x2 + y2 tan Ä, Ä = y x SPHERICAL TRIGONOMETRY NapiercÄÄÄÄs Rules 1. 1. 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PDF created with trial version pdfFactory www.pdfactory.com STRENGTH of MATERIALS SI N/m2 = Pa SIMPLE STRESS Stress = Units of σ Force Area mks/cgs English Kg/cm2 lbf/m2 = psi kN/m2 = kPa 103 psi = ksi Axial Stress MN/m2 = MPa 103 lbf But we don't just have to increase turnover, we have to protect the markup at the same time. For more information about having your inventory plans with Open to buy customized-prepared for your retail trade, send the contact form from this site. J 4th Coordinates of the Centre: D E ;k = - 2A 2C If A > C, then: a2 = A; b2 = C If A < C, then: a2 = C; b2 = A KEY FORMULAS PERfor a parabole Length of the main axis: 2nd Eccentricity (e) the distance of the point of displacement from the fire (fixedat its distance from the direct (fixed line). 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eranalpcp essa = ³I nu acric otatour "Ä oerea ocra nu Bouyancy a submerged body in is subjected by an unbalanced force called buoyant force equal to the weight of the displaced fluid Fb = W Fb = Ä³ÄVd Fb = buoyant force W = weight of body or fluid Ä³Ä = specific weight of fluid Vd = volume displaced of fluid or volume of submerged body Specific Weight: Ä³Ä = Weight Volume Ä³Äwater = 9.81 kN/m2 SI Ä³Äwater = 45 lbf/ft2 cgs Ideal Banking: The road is frictionless V2 tan Ä, Ä = gr Non-ideal Banking: With Friction on the road V2 tan(Ä, Ä + ÄÄ) = tan ÄÄ = ÄpÄ ; gr V = velocity r = radius of track g = standard gravitational aceleration Ä, Ä = angle of banking of the road ÄÄ = angle of friction Ä³Ä = coefficient of friction Conical Pendulum T = W secÄ, Ä 1 2ÄÄ g h IMPULSE AND MOMENTUM Impulse = Change in Momentum FcÄÄAt = mV cÄÄÄ mV0 F = force t = time of contact between the body and the force m = mass of the body V0 = initial velocity V = final velocity Impulse, 1 F V2 tan Ä, Ä = W gr f = ENGINEERING MECHANICS 3 Momentum, P frequency PDF created with pdfFactory trial version www.pdfactory.com l = FcÄÄAt P = mV Work, Energy and Power LAW OF CONSERVATION OF MOMENTUM cÄÄÄIn every process where the velocity is changed, the momentum lost by one body or set of bodies is equal to the momentum gain by another body or set of bodiescÄÄÄ Work W = F cÄÄÄS Force Newton (N) Dyne Pound (lb) Distance Meter Centimeter Foot Work Joule ft-lbf erg Potential Energy PE = mgh = Wh Momentum lost = Momentum gained Kinetic Energy KE linear = m1V1 + m2V2 = m1V1' + m2V2' m1 = mass of the first body m2 = mass of the second body V1 = velocity of mass 1 before the impact V2 = velocity of mass 2 before the impact V1cÄÄÄ = velocity of mass 1 after the impact V2cÄÄÄ = velocity of mass 2 after the impact KE rotational = 1 mV 2 2 1 2 IÄÄ cÄÄÄ V = rÄÄ 2 1 = mass moment of inertia ÄÄ = angular velocity Coefficient of Restitution (e) e= Type of collision ELASTIC INELASTIC PERFECTLY INELASTIC Mass moment of inertia of rotational INERTIA for common geometric V cÄÄÄV V1 cÄÄÄ V2 ' 2 e 100% conserved Not 100% conserved Max Kinetic Energy Lost ' 1 Solid sphere: 1 = 2 2 mr 5 Kinetic Energy 0 < e >1 Thin-walled hollow sphere: e=0 e=1 Solid disk: 1= 1 2 mr 2 1= m = mass of the body r = radius e= hr hd 2 2 mr 3 1 2 mr 2 1 2 2 Hollow Cylinder: 1 = m(router cÄÄÄ rinner) 2 Solid Cylinder: Special Cases 1= e = cot Ä, Ä tan Ä³Ä PDF created with pdfFactory trial version www.pdfactory.com Latent Heat is the heat needed by the body to change POWER its phase without changing its temperature. (9) Markup = The difference between the cost of an item and its selling price. 3. The markdown is \$20. RADIUS OF CURVATURE 3 [1 + (y ') 2] 2 R= y" INTEGRAL CALCULUS 1 cÄÄÄÄ du = u + C cÄÄÄÄ adu = au + C cÄÄÄÄÄ = Äu + g (u)Jdu = cÄÄÄÄ f (u)du + cÄÄÄÄ g (u)du u n+1 cÄÄÄÄ u du = n + 1 + C.....(n cÄÄ Ä 1) du cÄÄÄÄ u = ln u + C au u a du = +C cÄÄÄÄ ln a n cÄÄÄÄ e du = e + C cÄÄÄÄ sin udu = cÄÄÄÄ cos u + C cÄÄÄÄÄ cos udu = sin u + C cÄÄÄÄÄ sec udu = tan u + C cÄÄÄÄÄ csc udu = cÄÄÄÄÄ cot u + C cÄÄÄÄÄ sec u tan udu = sec u + C cÄÄÄÄÄ csc u cot udu = cÄÄÄÄÄ csc u + C u u 2 cÄÄÄÄÄ tan udu = ln sec u + C cÄÄÄÄÄ cot udu = ln sin u + C cÄÄÄÄÄ sec udu = ln sec u + tan u + C cÄÄÄÄÄ csc udu = ln csc u cÄÄÄÄÄ cot u + C du cÄÄÄÄÄ = sin cÄÄÄÄÄ u +C a a2 cÄÄÄÄ u2 1 du cÄÄÄÄÄ u cÄÄÄÄÄ a 2 + u 2 = a tan a + C 1 du cÄÄÄÄÄ u cÄÄÄÄÄ u u 2 cÄÄÄÄÄ a 2 = a sec a + C cÄÄÄÄÄ "ÄEAÄÄ u "ÄEAÄÄ = cos cÄÄÄÄÄ "ÄEAÄÄÄ 1 cÄÄÄÄÄ "ÄEAÄÄ + C "ÄEAÄÄ a "ÄEAÄÄ Ä 2au cÄÄÄÄ u du 2 cÄÄÄÄÄ sinh udu = cosh u + C cÄÄÄÄÄ cosh udu = sinh u + C cÄÄÄÄÄ sec h udu = tanh u + C cÄÄÄÄÄ csc h udu = cÄÄÄÄÄ coth u + C cÄÄÄÄÄÄ sec hu tanh udu = cÄÄÄÄÄ sec hu + C cÄÄÄÄÄÄ csc hu coth udu = cÄÄÄÄÄÄ csc hu + C cÄÄÄÄÄÄ tanh udu = ln cosh u + C cÄÄÄÄÄÄ coth udu = ln sinh u + C 2 2 cÄÄÄÄÄ cÄÄÄÄÄ du u +a du 2 u cÄÄÄÄÄ du 2 2 = sinh cÄÄÄÄÄ u +C a u = cosh cÄÄÄÄÄ u +C a 1 a = cÄÄÄÄÄ sinh cÄÄÄÄÄ u C a u u +a du 1 cÄÄÄÄÄ u cÄÄÄÄÄ u 2 cÄÄÄÄÄ u 2 = a tanh a + C..... u < a du 1 cÄÄÄÄÄ u cÄÄÄÄÄ a 2 cÄÄÄÄÄ u 2 = a coth a + C..... The sine of any middle part is equal to the product of the tangent of the adjacent parts, objects alike alike P= Sum of ALL terms, r < 1 n! q!r!s!.. a b KEY FORMULAS FOR HYPERBOLA Length of transverse axis: 2a Length of conjugate axis: 2b Distance of focus to center: c = a 2 + b2 d = distance from center to directrix a = distance from center to vertex c = distance from center to focus Length of latus rectum: 2b 2 LR = a STANDARD EQUATIONS Transverse axis is horizontal (x cÄÄÄÄ h) (y cÄÄÄÄ k) cÄÄÄÄ =1 a2 b2 2 2 Eccentricity: e= c a = a d Transverse axis is vertical: (y cÄÄÄÄ k) 2 (x cÄÄÄÄ h) 2 =1 cÄÄÄÄ a2 b2 POLAR COORDINATES SYSTEM x = r cos Ä, Ä GENERAL EQUATION Ax2 cÄÄÄÄ Cy2 + Dx + Ey + F = 0 Coordinates of the center: h=cÄÄÄÄ D E ; k =cÄÄÄÄ 2A 2C If C is negative, then: a2 = C, b2 = A If A is negative, then: a2 = A, b2 = C PDF created with pdfFactory trial version www.pdfactory.com y = r sin Ä, Ä r= x2 + y2 tan Ä, Ä = y x SPHERICAL TRIGONOMETRY NapiercÄÄÄÄs Rules 1. 1. (11)Planned Stock = planned monthly sales x stock sales ratio. If an item is broken or otherwise damaged in stock and disposed of, and no markdown is recorded, it becomes an "unknown" loss, and is reflected as a mysterious "shrinkage" in the inventory. Real HD. There is dispute among segments of the retail industry as to the retail math terminology and calculations used in the business. It is the "language" used by The Hallman Company in working with our clients in formulating and guiding them in implementing their retail business plans: Here are the "top 15" retail math formulas: (1)Ä Ä Ä Ä Ä Ä Ä Ä Ä Ä \$ Cost = \$ Retail x (100% - Markup %) Example: \$100 retail item with 56% markup has a cost of \$44 (100% - 56% = 44%) \$100 retail X .44 = \$44. Purchases @ cost + Freight During year = \$550,000. Inventory On Hand end of year @ cost = \$900,000. (15) Breakeven = Fixed Costs \$ / (Net Sales - Contribution Margin %) Note: The Contribution Margin % (CM) is the sum of the Variable Expense % + Cost of Goods Sold % after the impact of markdowns. It's a question that is causing Discussion after a controversial Sony blog spoke of 1080i support for "almost HD" sets. Currently, to qualify as HD in the United Kingdom, the sets must be 720p or 1080i, with the so -called Full HD or True HD sets with 1080p.hd Burnouto when Burnout Paradise Designer Simon Phipps wrote on the Sony blog: "Plus of the piles of Piu , including: 1080i support for PlayStation 3 owners with "almost HD" set ", has unleashed something of a reaction. "I really appreciate the 1080i support, but by calling 1080i TVS 1080i" almost HD "is a real stupid move, only because you don't like it does not make it a real HD resistance. If two thermodynamic systems are in thermal balance with a third, they are also in thermal balance between them. Hallman recently launched an online retail shop to read other articles on textiles, industry, technical textiles, dyes and chemicals, machinery, fashion, clothing, technology, Vetta, skin and jewels is software and general visit http: /articles.fibre2f Ashion.com to Promotte Your Company, Product and Services Via Promotional Articles. Follow This Link: -Writing-Service/Content-Promotion-Services.asp 1080p and 1080i-One letter, great topic when HD is not HD? Energy use rate P = W = F ä ä € œ V T 1 Watt = 1 Newton-M/s 1 Joule/sec = 107 ergs/sec 1 hp = 550 lb-ft per second = 33000 lb-f t for min = 746 watt law on the conservation of energy is ävelop "energy cannot be created nor destroyed, but it can be changed from one form to another ävelop = ä ± ml q = necessary heat To change the phase m = mass l = latent heat (melting/vaporization) (+) = the heat is entering (the substance melts) (ä c ä, - ") = the heat is leaving (freezing of the substance) latent heat Fusion - Solid with liquid liquid latent vaporization - liquid for gas values latent heat Fusion and vaporization, kinetic energy = energy report work potential energy Net work on an object always producesin kinetic energy of the object. Services include inventory planning with pre-calculated open to purchase, and team management training. Breakdown analysis: Simply indicated, this formula indicates how much sales volume should be made to cover all costs (fixed and variable), and start generating a profit. Use this retail mathematical formula in cost negotiations with suppliers. When the hypotenuse of a right spherical triangle is greater than 90°, one leg is of the first dial and the other of the second and vice versa. (2) Cost of goods sold (COGS) = Inventory + purchases - Final inventory Here is another way to indicate the same formula: inventory at the beginning of the year + purchases or additions during the year = goods available for sale - inventory at the end of the year = cost of the sold goods Example: Inventory @ cost Start of the year = \$1,000,000. This law is more clearly referred to as: "the entropy of a perfectly crystalline body at absolute zero temperature is zero." PDF created with trial version pdfFactory www.pdfactory.com STRENGTH of MATERIALS SI N/m2 = Pa SIMPLE STRESS Stress = Units of σ Force Area mks/cgs English Kg/cm2 lbf/m2 = psi kN/m2 = kPa 103 psi = ksi Axial Stress MN/m2 = MPa 103 lbf But we don't just have to increase turnover, we have to protect the markup at the same time. For more information about having your inventory plans with Open to buy customized-prepared for your retail trade, send the contact form from this site. J 4th Coordinates of the Centre: D E ;k = - 2A 2C If A > C, then: a2 = A; b2 = C If A < C, then: a2 = C; b2 = A KEY FORMULAS PERfor a parabole Length of the main axis: 2nd Eccentricity (e) the distance of the point of displacement from the fire (fixedat its distance from the direct (fixed line). 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