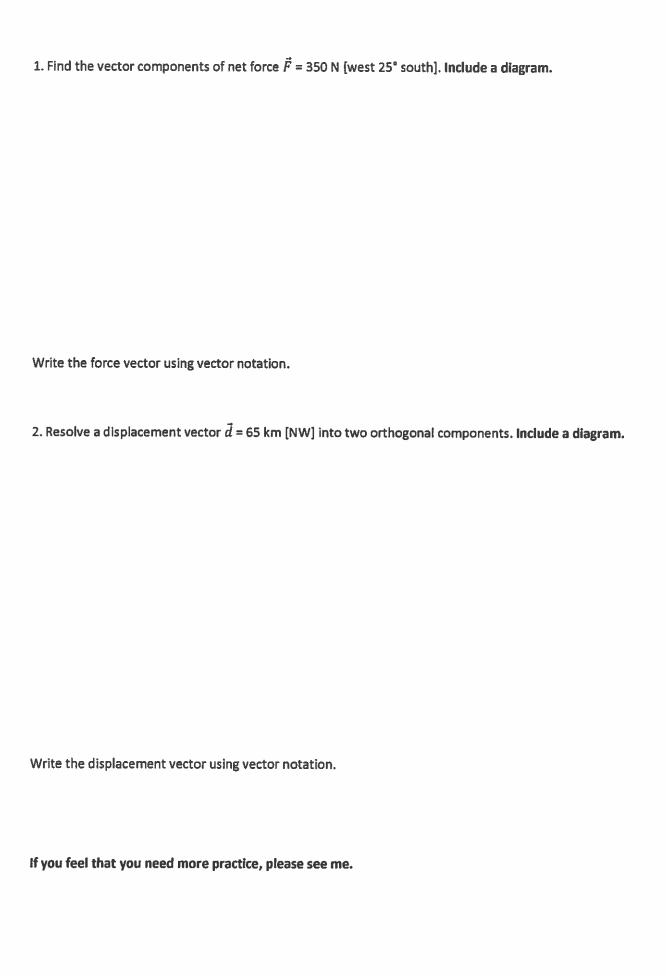
carry on the above operations

VECTOR QUANTITIES AND OPERATIONS WITH VECTORS

| | | or, vectors have both | | | | | |
|---|--|-----------------------|---------------------------------------|--|--|--|--|
| | | vectors have bo | <u> </u> | | | | |
| d | • | | | | | | |
| | VECTOR | | SCALAR | | | | |
| SYMBOL | QUANTITY | SYMBOL | QUANTITY | | | | |
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| TOR is an oriente | d ray with a head and a tail. | | | | | | |
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| × | | <u>→</u> = | | | | | |
| | A symbol of a vector quantity has either an arrow on top (\overrightarrow{a} or \overrightarrow{a}) or in older texts is in bolded font (a) . | | | | | | |
| Vectors in twoVectors in three | Vectors in two dimensions can be added, subtracted, multiplied by a scalar and multiplied using a dot product (Vectors in three or more dimensions can be added, subtracted, multiplied by a scalar, multiplied using a dot | | | | | | |
| | ee or more dimensions can be add nultiplied using a cross product (× | | d by a scalar, multiplied using a dot | | | | |
| | - • | | methods exists to | | | | |

VECTOR NOTATION

| * | Symple - I | _ | | | | | | |
|--|---|-------------------------------|---|--|--|--|--|--|
| <i>></i> | Symbol | | Examples: | | | | | |
| A | Equal sign | i | | | | | | |
| > | Square brackets | | | | | | | |
| A A | Vector components separated by a con Units | nma | | | | | | |
| | Office | - 1 | | | | | | |
| | | L | | | | | | |
| | <u>VECTO</u> | R COMPONENTS | in 2 dimensions | | | | | |
| > | Vector components are vectors and as such they have direction and units | | | | | | | |
| > | Vector components are perpendicular to one another (= orthogonal) | | | | | | | |
| F | The horizontal vector component is list | | | | | | | |
| A | The vertical vector component is listed | second | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| Resolvi | ing a vector into its components: | | | | | | | |
| Evennel | a Find washing and a second of the second | | | | | | | |
| | e. Find vector components of initial velo notation. | city $v = 5 / \text{ m/s}$ [3 | 30° above horizontal]. Write the velocity vector in | | | | | |
| VECTOLI | notation. | | | | | | | |
| Sketch | the velocity vector first. Label the angle | and the vector c | omponents. Use trigonometry to find the vector | | | | | |
| compo | nents. Remember to have your calculate | or set to degrees. | | | | | | |
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| General formulae for any two dimensional vector $ec{b}$ with direction $	heta$: | | | | | | | | |
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| Horizo | ntal component: | | Vertical components: | | | | | |
| | | | | | | | | |
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Magnitude of a vector

Use the Pythagorean theorem to calculate the magnitude of a vector in vector notation
Magnitude is the size of the vector (how fast, how far, how strong ...etc)

Example: Find the magnitude of a displacement vector $\vec{d} = [30,-40]$ km. **include a diagram.**

| General formula to find the magnitude of vector $\overrightarrow{m{b}} = [m{b}_x, m{b}_y]$: | | | | | | | |
|--|--|--|--|--|--|--|--|
| | | | | | | | |
| | | | | | | | |

Direction of a vector

> Use a tangent ratio to calculate the direction of a vector in vector notation

Example: Find the direction of the acceleration vector $\vec{a} = [-45, 20] \text{ m/s}^2$

General formula to find the direction of vector $\overrightarrow{m{b}} = [m{b}_x, m{b}_y]$:

GRAPHICAL METHOD

- > A vector diagram must be drawn to scale using a straight edge and a protractor
- > All angles have to be exact
- > The order of vectors is irrelevant when adding vectors
- > The order of vectors is **important** when subtracting vectors
- Vector subtraction is an addition of a negative vector
- > Triangular and parallelogram method are the most frequent graphical methods of vector addition and subtraction

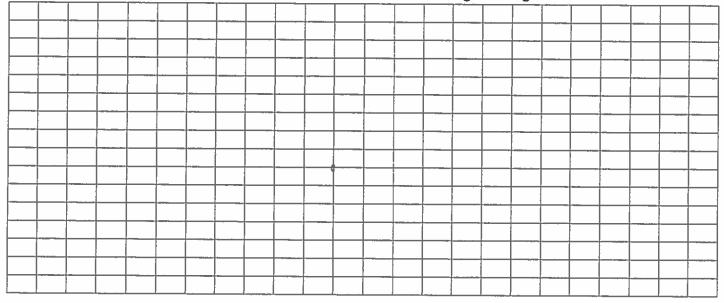
"Negative vector" = vector that has the same magnitude but opposite direction.

Examples: Write negative vectors associated with the following vectors:

| $\vec{d}=$ 35 km [W] | $\vec{v} = [20, -68] \text{ km/h}$ | $\vec{a} = 9.8 \text{ m/s}^2 \text{ [left]}$ | $\vec{F} = [-65, 30] \text{N}$ | $\vec{p}=45 \text{ kg.m/s [NW]}$ |
|----------------------|------------------------------------|--|---------------------------------|----------------------------------|
| | | | | |

Example.1. Vector addition - triangular method = "head-to-tail" method

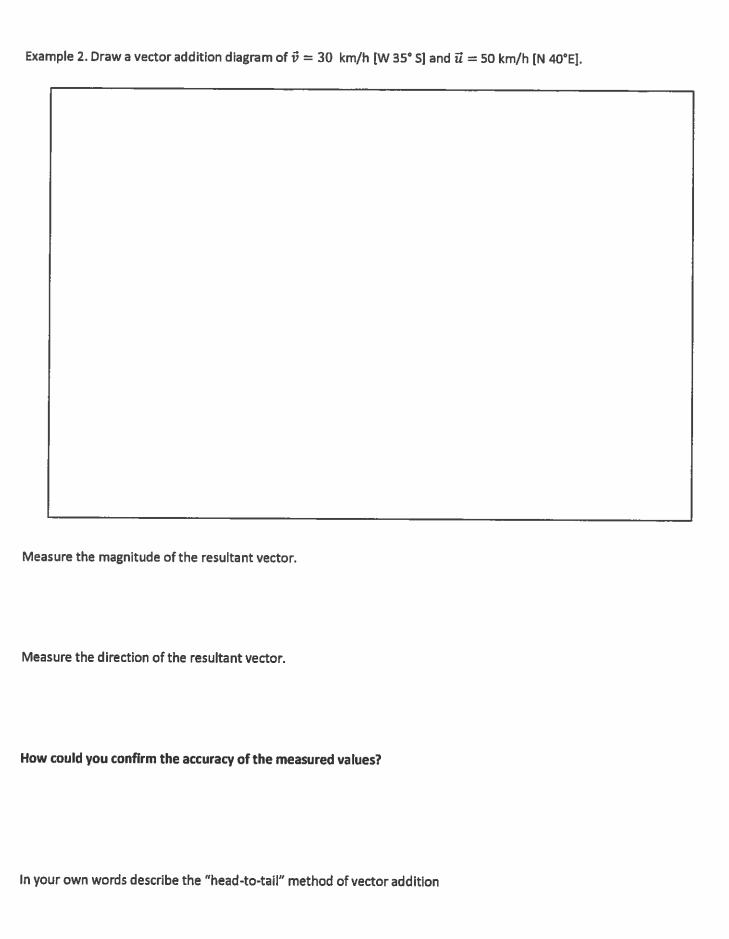
Consider a vector $\vec{d}=[4,-5]$ units and $\vec{c}=[-3,7]$ units. Add the vectors using the triangular method.



Write the resultant vector in vector notation.

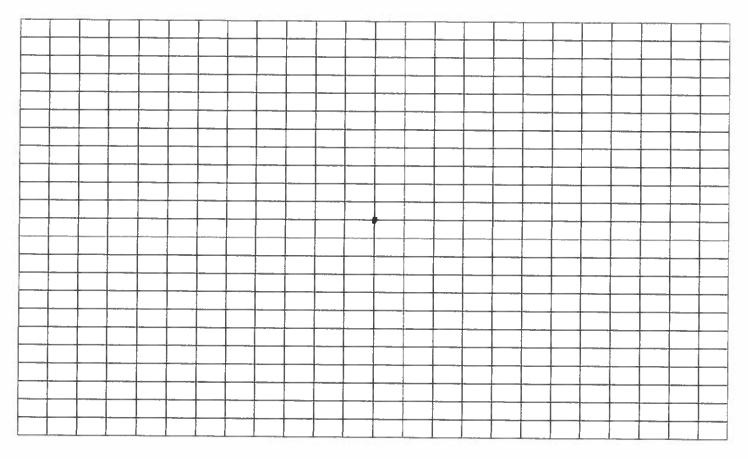
What is the vector's magnitude?

What is the vector's direction?



Example 3. Consider a vector $\vec{b} = [4, -5]$ units and $\vec{m} = [-3, 7]$ units. Subtract **m** from **b** using the triangular method.

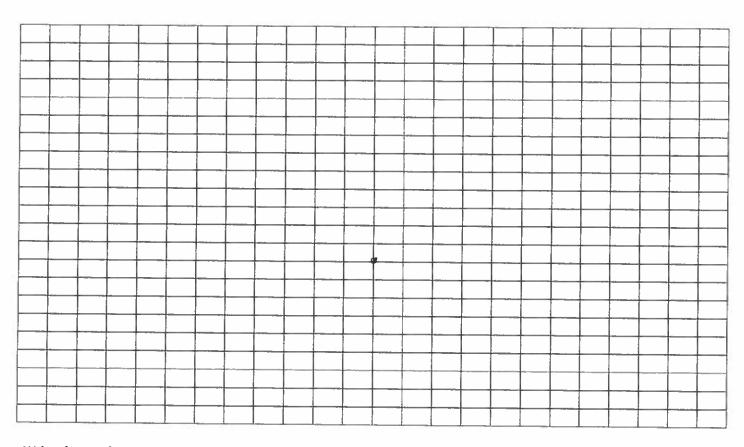
Negative \overrightarrow{m} =



Write the resultant vector in vector notation:

Example 4. Consider a vector $\vec{b} = [4, -5]$ units and $\vec{m} = [-3, 7]$ units. Subtract **b** from **m** using the triangular method.

Negative \vec{b} =



Write the resultant vector in vector notation:

How the resultant vectors from example 3 and 4 compare? In what way are they same and in what way are they different?

NUMERICAL METHOD

- 1. Sketch a diagram of each given vector.
- 2. Label the vector components on the diagrams
- 3. Sketch a diagram of the vector addition or subtraction
- 4. Resolve all given vectors into their vector components (when necessary)
- 5. Write a vector equation of the addition or subtraction
- 6. Carry out all operations
- 7. Write the resultant vector in vector notation.
- 8. Sketch a diagram of the resultant vector or highlight it in the diagram from step 3.
- 9. Find the magnitude of the resultant vector using the Pythagorean theorem
- 10. Find the direction of the resultant vector using the tangent ratio

Example 1: Consider vectors $\vec{a} = [3, -2] \text{ m}, \vec{b} = [13, 2] \text{ m} \text{ and } \vec{c} = [0, 5] \text{ m}$

a) Find vector $\vec{m} = \vec{a} + \vec{b} + \vec{c}$. What is the magnitude and direction of the resultant vector?

b) Find vector $\vec{q} = \vec{c} - \vec{a} + \vec{b}$. What is the magnitude and direction of the resultant vector?

