Velcome to the Vorld of Vectors



Scalars & Vectors

- Scalar Quantity:
 - Is usually written in *italics*
 - Speed can be represented as: S
- Vector Quantity:
 - Is usually written in **bold** or with an arrow above it
 - Velocity can be represented as: V or V



Scalars & Vectors

- Scalar Quantity:
 - Has magnitude only, no direction
 - Can be expressed with a single number (and units)
- Vector Quantity:
 - Has magnitude and direction
 - Are expressed with numbers and arrows



Scalar & Vectors

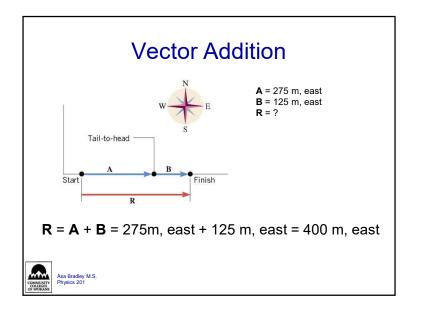
- Be careful with scalars that has + and associated with them, for example temperature is a scalar.
- The fact that a quantity is positive or negative does not necessarily mean that the quantity is a vector.

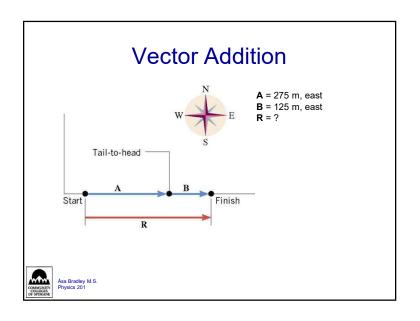


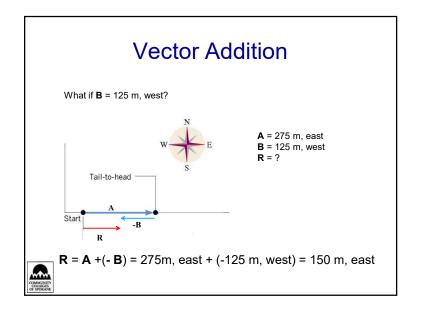
Vector Addition

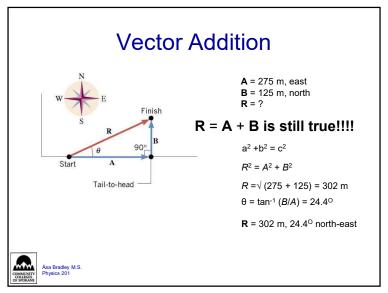
- When you add or subtract vectors, you have to take into account both the magnitude and the direction of the vector.
- The total vector is usually represented by R, which stands for the resultant vector.

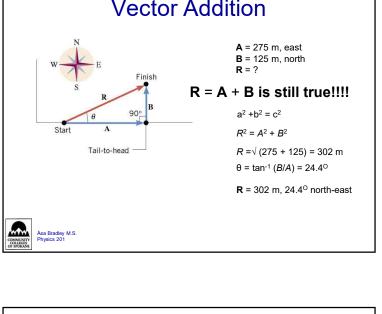


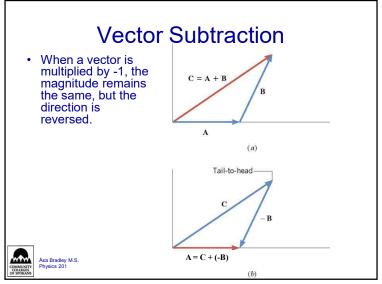


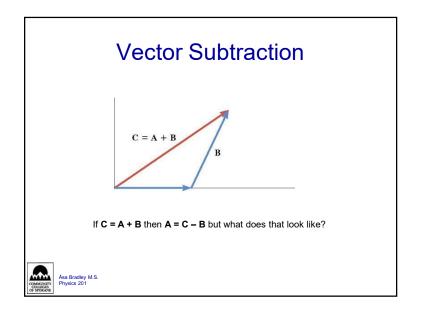


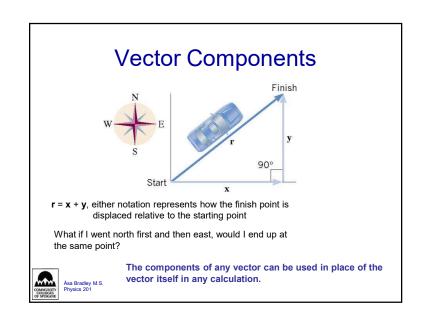


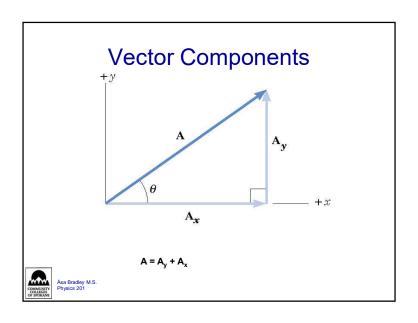


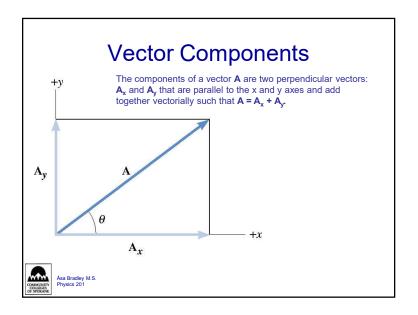












Scalar Components

- A_x and A_y can be broken into their scalar components.
- The component A_x has equal magnitude to A_x and has a:
 - + sign if A_x points along the +x axis
 - - sign if **A**_x points along the -x axis
- The component A_y has equal magnitude to A_y and has a:
 - + sign if A_y points along the +y axis
 - – sign if A_v points along the –y axis



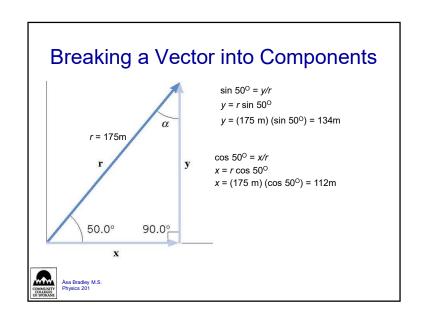
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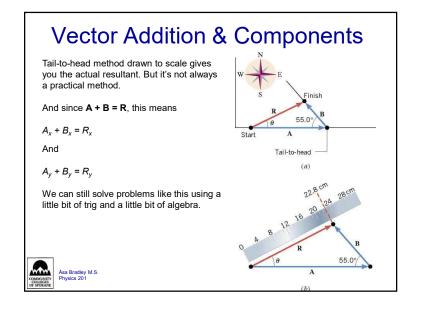
Breaking a Vector into Components

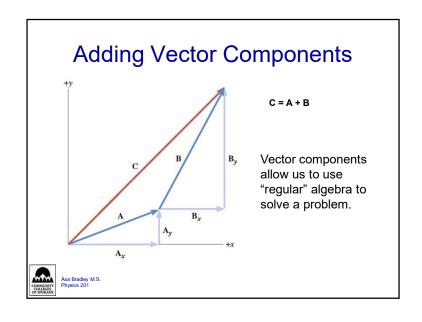
A displacement vector **r** has a magnitude of r= 175m and points at an angle of 50.0° relative to the x axis. Find the x and y components of its vector

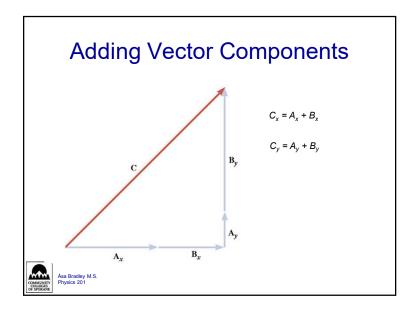


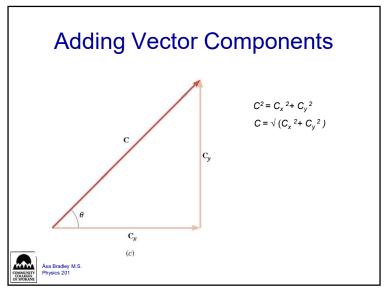
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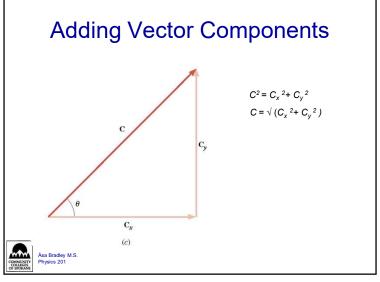


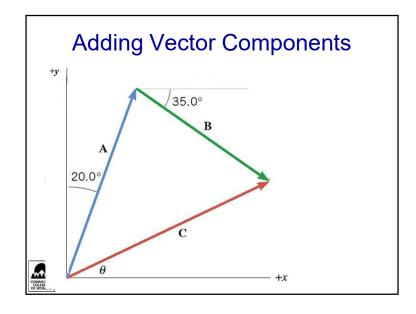








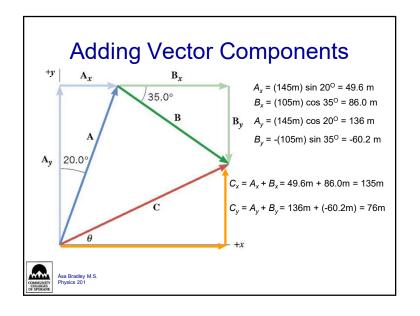


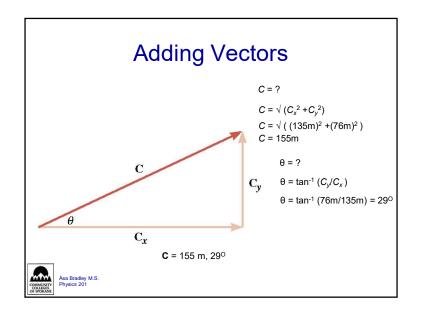


Adding Vector Components

A jogger runs 145m in a direction of 20^o east of north and then 105m in the direction of 350 south of east. What is the resultant vector?







Adding Vectors

- 1. Determine the x and y components, consider the direction of the x and y components.
- 2. Add the x components together and the y components together to find the resultant (r) x and y components.
- 3. Use the Pythagorean theorem to find the magnitude of the resultant vector (**r**).
- 4. Use one of the trigonometric functions to find the angle that specifies the direction of the resultant vector (**r**).

