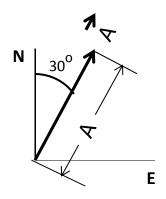
Vector Basics:





A vector is a line with a length and a direction.

We can move it around because it doesn't matter where it starts.

The length of a vector is also called its magnitude.

Here vector A has magnitude A and direction

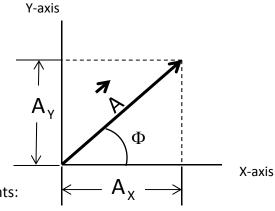
30 degrees East of North

We can resolve a vector into its components.

<u>Components are the projections of a vector onto perpendicular axes.</u>

 $\mathbf{A}_{\mathbf{X}}$ and $\mathbf{A}_{\mathbf{Y}}$ are the X- and Y-components





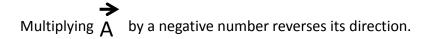
To switch from magnitude and direction to components:

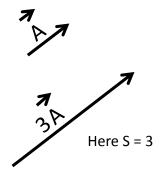
$$A_X = A \cos \Phi$$
 $A_y = A \sin \Phi$

To switch from components to magnitude and direction:

$$A = \sqrt{{A_X}^2 + {A_y}^2} \qquad \Phi = \tan^{-1} \frac{A_y}{A_X}$$

→ Multiplying A by a number S makes A S times as long.





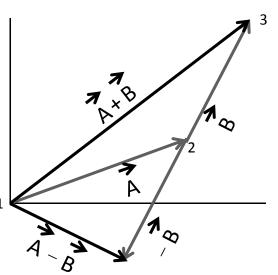


Use the "triangle rule" to add vectors:

To add vector B to vector A,

- 1. Move the start of B to the end of A (2)
- 2. Then A + B starts where A starts (1)

 and ends where B ends (3).
- 3. To subtract B from A, reverse B and add.

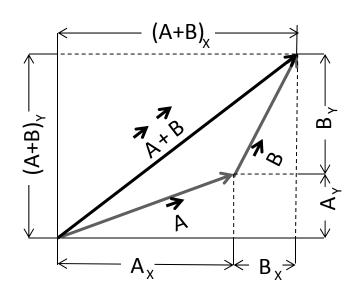


OR

We can just add the components:

$$(A+B)_X = A_X + B_X$$

$$(A+B)_{y} = A_{y} + B_{y}$$



Question: James walks 15 m East, 20 m North, and then along vector C to get back to where he started.

- a) How far does James walk along C?
- b) In which direction does James walk back? $\mbox{(i.e., find } \Phi)$

