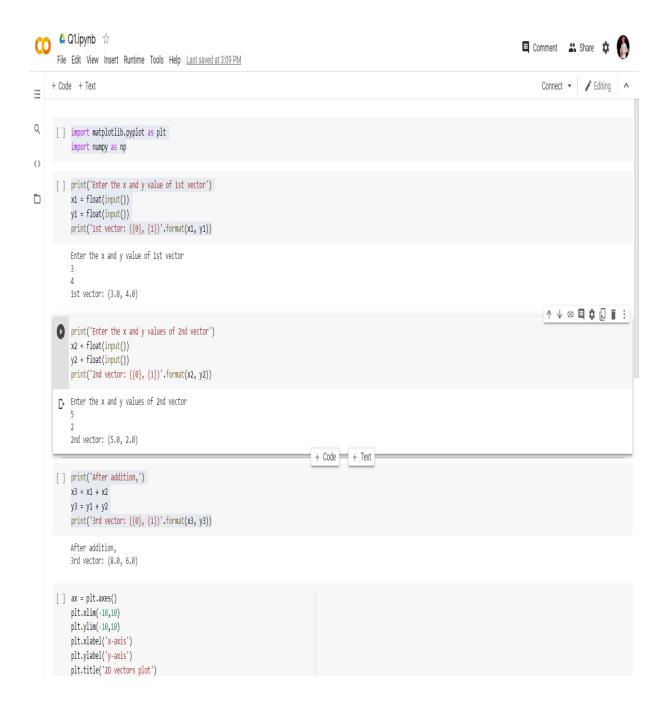
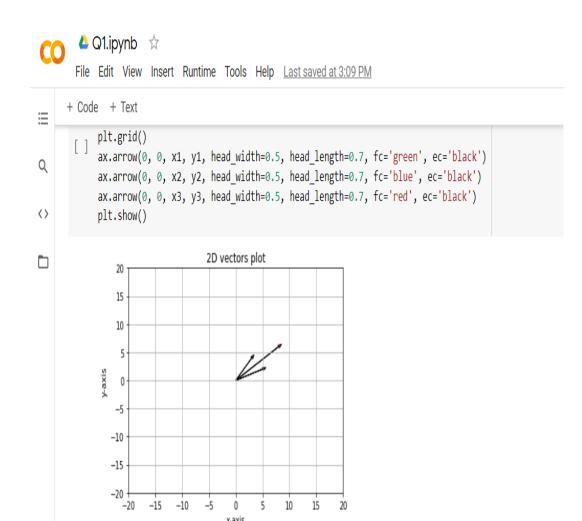
1. Make a program that takes two vectors, adds them together, and plots all three.

Code:

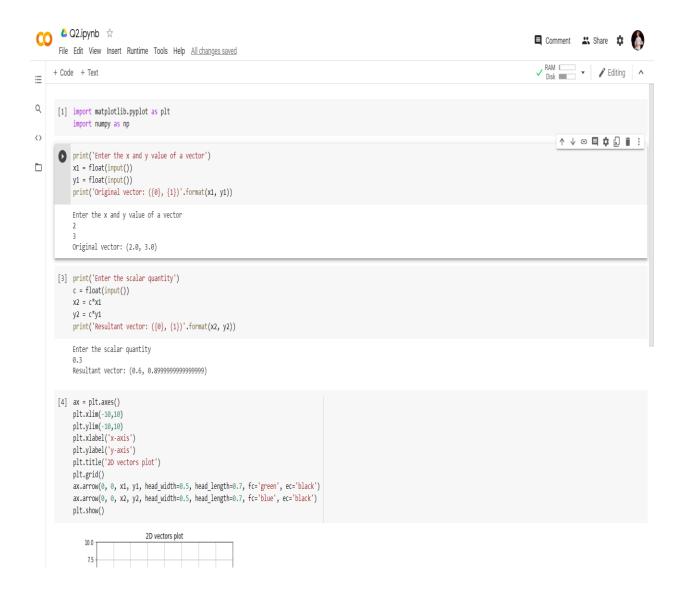


Output:

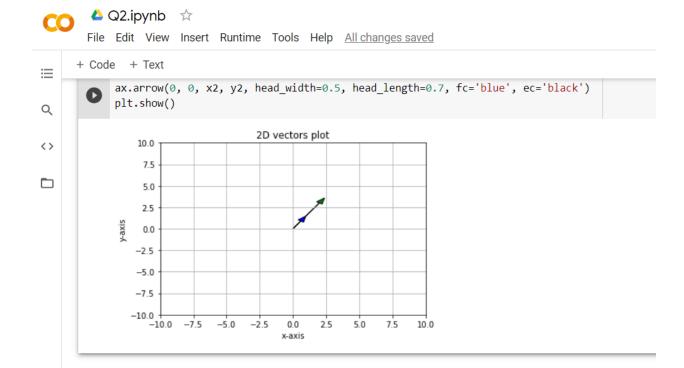


2. Make a program that takes a vector, multiplies it with a scalar quantity, and plots the original and resultant vector.

Code:

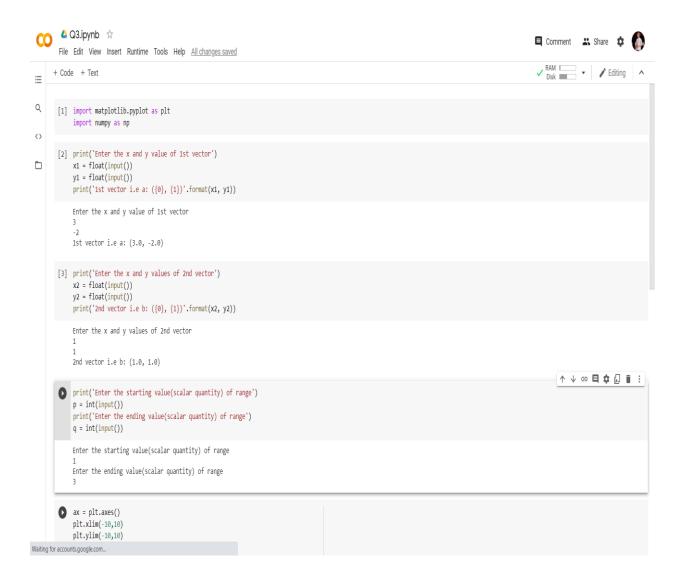


Output:



3. Make a program that takes two vectors a and b. Now, multiply one of them (let us say b) with a few scalar quantities between x to y generating n number of vectors. Add each generated vector to vector a. Plot all the resultant vectors.

Code:



Output:

```
+ Code + Text
\equiv
       [5] plt.xlabel('x-axis')
            plt.ylabel('y-axis')
Q
            plt.title('2D vectors plot')
            plt.grid()
<>
            ax.arrow(0, 0, x1, y1, head_width=0.5, head_length=0.7, fc='red', ec='black')
            ax.arrow(0, 0, x2, y2, head_width=0.5, head_length=0.7, fc='red', ec='black')
for i in range(p, (q+1)):
             x = x1 + (i * x2)
              y = y1 + (i * y2)
              ax.arrow(0, 0, x, y, head_width=0.5, head_length=0.7, fc='red', ec='black')
            plt.show()
```

