

## Glossary

### **air resistance**

a frictional force that slows the motion of objects as they travel through the air; when solving basic physics problems, air resistance is assumed to be zero

### **analytical method**

the method of determining the magnitude and direction of a resultant vector using the Pythagorean theorem and trigonometric identities

### **classical relativity**

the study of relative velocities in situations where speeds are less than about 1% of the speed of light—that is, less than 3000 km/s

### **commutative**

refers to the interchangeability of order in a function; vector addition is commutative because the order in which vectors are added together does not affect the final sum

### **component (of a 2-d vector)**

a piece of a vector that points in either the vertical or the horizontal direction; every 2-d vector can be expressed as a sum of two vertical and horizontal vector components

### **direction (of a vector)**

the orientation of a vector in space

### **head (of a vector)**

the end point of a vector; the location of the tip of the vector's arrowhead; also referred to as the "tip"

### **head-to-tail method**

a method of adding vectors in which the tail of each vector is placed at the head of the previous vector

### **kinematics**

the study of motion without regard to mass or force

### **magnitude (of a vector)**

the length or size of a vector; magnitude is a scalar quantity

### **motion**

displacement of an object as a function of time

### **projectile**

an object that travels through the air and experiences only acceleration due to gravity

### **projectile motion**

the motion of an object that is subject only to the acceleration of gravity

### **range**

the maximum horizontal distance that a projectile travels

**relative velocity**

the velocity of an object as observed from a particular reference frame

**relativity**

the study of how different observers moving relative to each other measure the same phenomenon

**resultant**

the sum of two or more vectors

**resultant vector**

the vector sum of two or more vectors

**scalar**

a quantity with magnitude but no direction

**tail**

the start point of a vector; opposite to the head or tip of the arrow

**trajectory**

the path of a projectile through the air

**vector**

a quantity that has both magnitude and direction; an arrow used to represent quantities with both magnitude and direction

**vector addition**

the rules that apply to adding vectors together

**velocity**

speed in a given direction