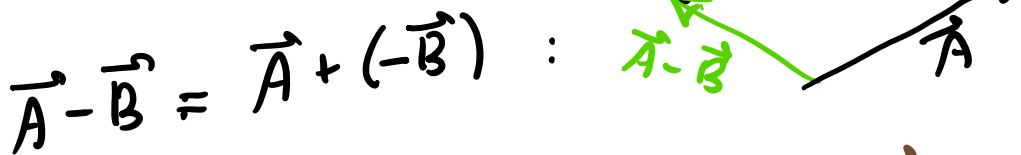
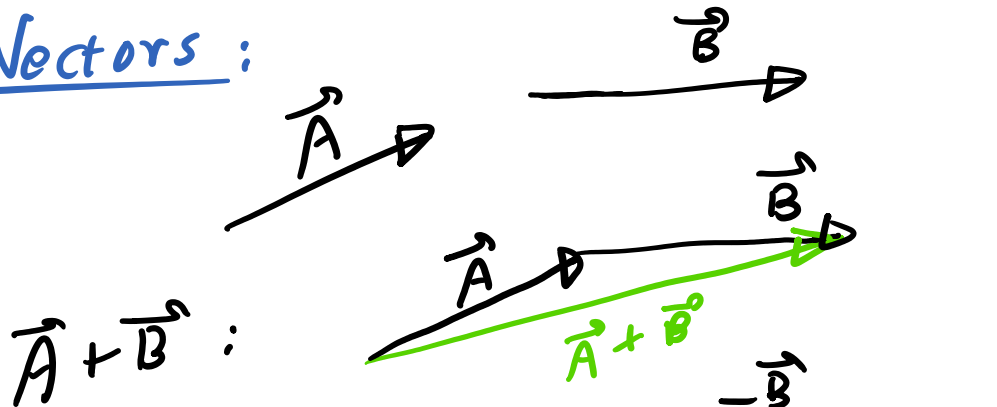


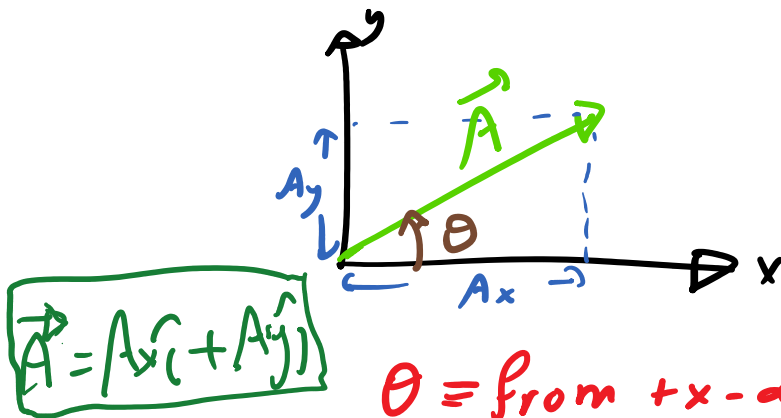
Review

• Vectors :



$$(\vec{A} + \vec{B}) + \vec{C} = \vec{A} + (\vec{B} + \vec{C})$$

$$\vec{A} + \vec{B} = \vec{B} + \vec{A}$$



$$\cos \theta = \frac{A_x}{A}$$

$$\Rightarrow A_x = A \cos \theta$$

$$\sin \theta = \frac{A_y}{A}$$

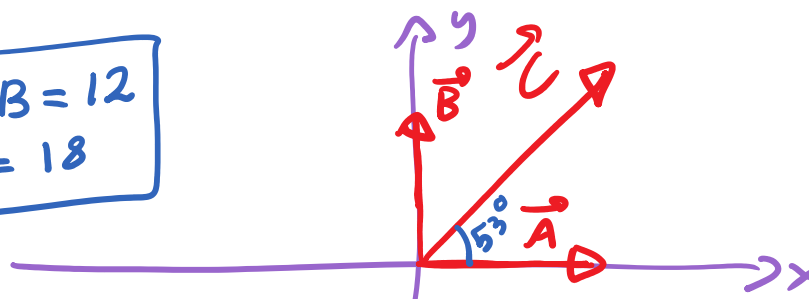
$$\Rightarrow A_y = A \sin \theta$$

$\theta =$ from +x-axis ccw

$$A = \sqrt{A_x^2 + A_y^2} \quad \left\{ \quad \tan \theta = \frac{A_y}{A_x} \right.$$

$$\boxed{A = B = 12}$$

$$C = 18$$

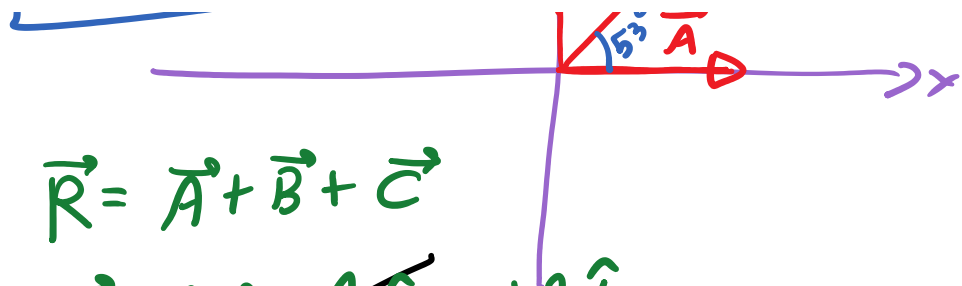


$$A_y = 0 \quad \left\{ \begin{array}{l} A_x = 12 \\ B_y = 12 \end{array} \right.$$

$$B_x = 0$$

$$C_x = C \cos 53^\circ$$

$$= (18)(0.6)$$



$$C_x = C \cos 53^\circ$$

$$= (18)(0.6)$$

$$= 10.8$$

$$C_y = C \sin 53^\circ$$

$$= (18)(0.8)$$

$$= 14.4$$

$$\vec{R} = \vec{A} + \vec{B} + \vec{C}$$

$$\vec{A} = A_x \hat{i} + A_y \hat{j} = 12 \hat{i}$$

$$\vec{B} = B_x \hat{i} + B_y \hat{j} = 12 \hat{j}$$

$$\vec{C} = C_x \hat{i} + C_y \hat{j} = 10.8 \hat{i} + 14.4 \hat{j}$$

$$\Rightarrow \vec{R} = (12 + 10.8) \hat{i} + (12 + 14.4) \hat{j}$$

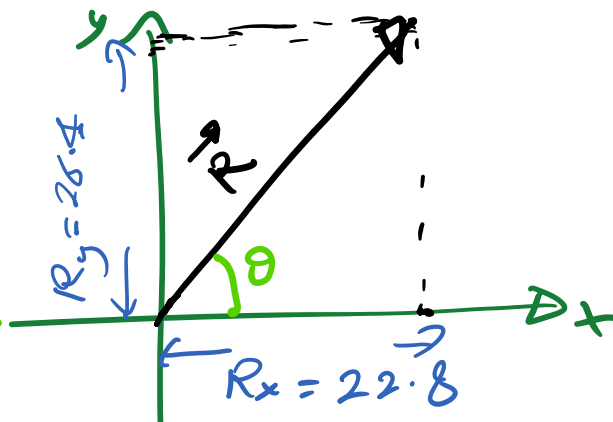
$$\boxed{\vec{R} = 22.8 \hat{i} + 26.4 \hat{j}}$$

$$\tan \theta = \frac{R_y}{R_x}$$

$$= \frac{26.4}{22.8}$$

$$\Rightarrow \theta = \tan^{-1}(1.15)$$

$$\Rightarrow \boxed{\theta = 49.2^\circ}$$



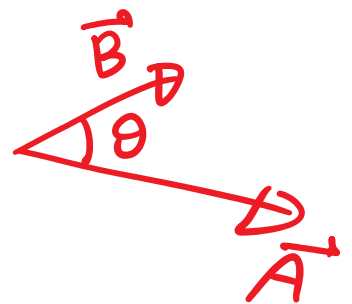
Scalar (Dot) Product :

$$\boxed{\vec{A} \cdot \vec{B} = AB \cos \theta}$$

$$\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k}$$

$$\vec{B} = B_x \hat{i} + B_y \hat{j} + B_z \hat{k}$$

$$\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$$



$$\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$$

Equations of motion with
constant acceleration.

1-D:

$$\left. \begin{aligned} v_f &= v_i + a_x t \\ x_f &= x_i + v_i t + \frac{1}{2} a_x t^2 \\ v_f^2 &= v_i^2 + 2 a_x (x_f - x_i) \end{aligned} \right\} \Delta x = x_f - x_i$$

$$\sum \vec{F} = m \vec{a} \quad \left\{ \begin{aligned} \rightarrow \sum F_x &= m a_x \\ \rightarrow \sum F_y &= m a_y \\ \rightarrow \sum F_z &= m a_z \end{aligned} \right.$$

$$\boxed{\vec{F}_{12} = -\vec{F}_{21}}$$

→ Newton's 3rd Law