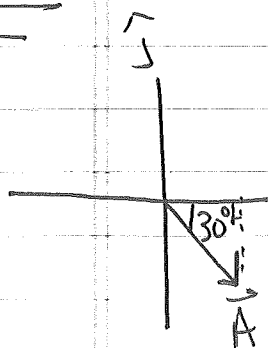


These are NOT notes. They are a visual aid(20%) for a verbal explanation(80%).

①

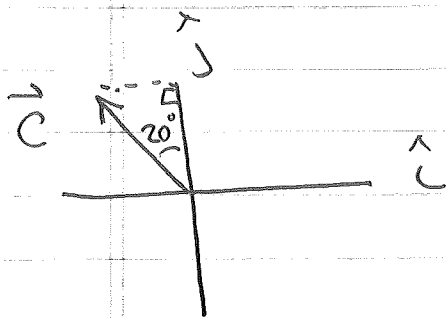
Ex: \vec{A} is 15 units @ -30°
 \vec{C} is 30 units @ 110°

II = If $\vec{C} = 2\vec{A} - \vec{B}$, what is the magnitude and direction of \vec{B} ?



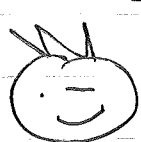
$$\vec{A} = +15 \cos(30) \hat{i} - 15 \sin(30) \hat{j}$$

$$\vec{A} = +13 \hat{i} - 7.5 \hat{j}$$



$$\vec{C} = -30 \sin(20) \hat{i} + 30 \cos(20) \hat{j}$$

$$\vec{C} = -10.3 \hat{i} + 28.2 \hat{j}$$



"Divide and Conquer"

"Thou shall not mix \hat{i} and \hat{j} "

VECTOR Equations

II Three equations!!

$$\boxed{\hat{i}} \quad C_x = 2A_x - B_x$$

$$-10.3 = +26 - B_x$$

These are NOT notes. They are a visual aid(20%) for a verbal explanation(80%). (2)

$$\therefore B_x = 26 + 10.3 = 36.3$$

$$\boxed{\hat{j}} \quad C_y = 2A_y - B_y$$

$$28.2 = -15 - B_y$$

$$\therefore B_y = -15 - 28.2 = -43.2$$

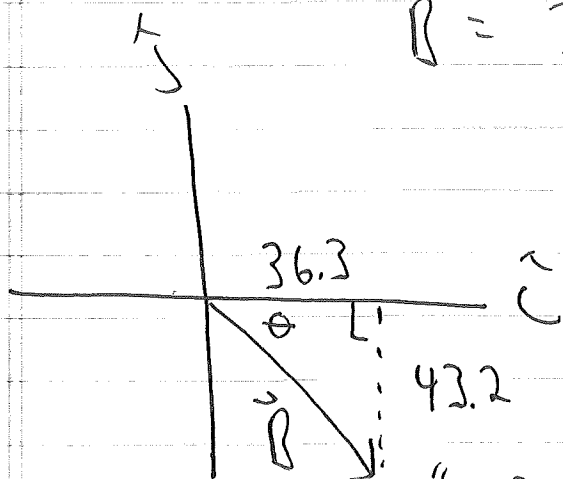
$$\boxed{\hat{k}} \quad C_z = 2A_z - B_z$$

$$0 = 0 - B_z$$

$$\therefore B_z = 0$$

So we have $\vec{B} = B_x \hat{i} + B_y \hat{j} + B_z \hat{k}$
(a general expression)

$$\vec{B} = 36.3 \hat{i} - 43.2 \hat{j}$$

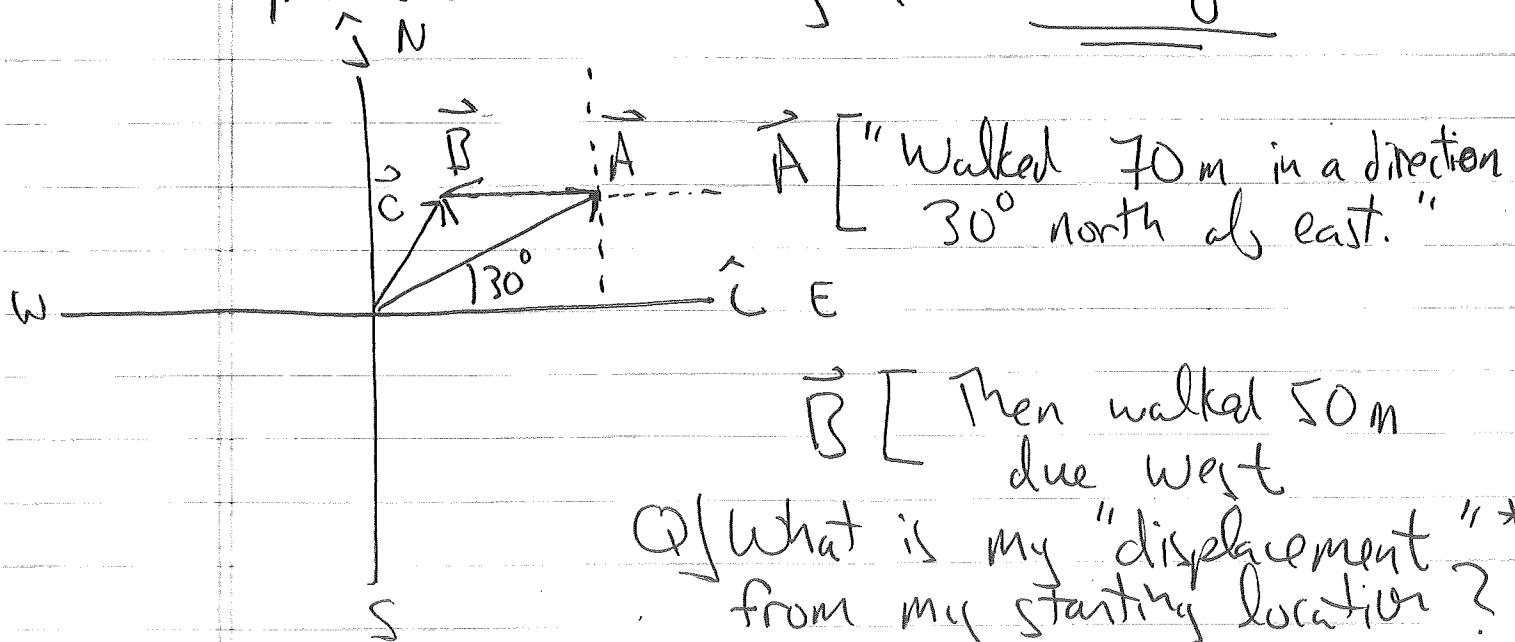


$$|\vec{B}| = \sqrt{36.3^2 + 43.2^2} = \underline{\underline{56.4}}$$

$$\theta = \tan^{-1}\left(\frac{43.2}{36.3}\right) = \underline{\underline{50^\circ}}$$

\vec{B} is 56.4 units @ -50°

Key to vector HW problems: The word problem is describing a VECTOR equation.



\vec{C} [* A vector pointing from the start to the finish

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

∴ 😊 Can do!

Vectors can be written to locate a point in space with respect to a chosen origin (coordinate system).

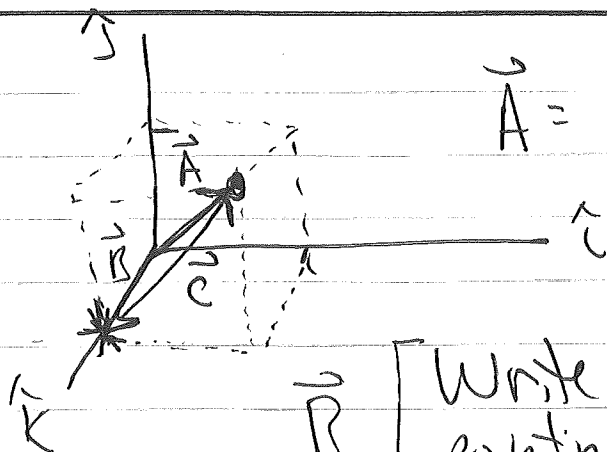
Ex: Write the vector locating the point (1, 1, 1)

$\uparrow \quad \uparrow \quad \uparrow$
 $x \quad y \quad z$

These are NOT notes. They are a visual aid(20%) for a verbal explanation(80%).

4

★ (see later)



$$\vec{A} = 1\hat{i} + 1\hat{j} + 1\hat{k}$$

\vec{B} [Write a vector pointing to (0,0,1)]

$$\vec{B} = 0\hat{i} + 0\hat{j} + 1\hat{k} = \hat{k}$$

☺ Write a vector (\vec{C}) pointing from (1,1,1) to (0,0,1)

Head-to-tail from diagram :

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

$$\therefore \vec{C} = \vec{B} - \vec{A} = -\hat{i} - \hat{j}$$

☺ "displacement"

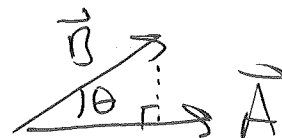
NOTE: $\vec{C} = \underset{\text{END}}{\vec{B}} - \underset{\text{START}}{\vec{A}}$ ★

Vector Dot Product

$$\vec{C} = \vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z \quad \underline{\underline{\text{Scalar!}}}$$

OR

$$\vec{C} = |\vec{A}| |\vec{B}| \cos(\theta)$$



different
A, B, C's

~~Q~~ (later) ☺

Q) What is the angle between \vec{A} and \vec{B} ?

$$\begin{array}{l|l} \vec{A} = \hat{i} + \hat{j} + \hat{k} & |\vec{A}| = \sqrt{1^2 + 1^2 + 1^2} = \sqrt{3} \\ \vec{B} = \hat{k} & |\vec{B}| = \sqrt{0^2 + 0^2 + 1^2} = 1 \end{array}$$

$$\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos(\theta) = \sqrt{3}(1) \cos(\theta)$$

OR

$$\vec{A} \cdot \vec{B} = (\hat{i} + \hat{j} + \hat{k}) \cdot (\hat{k}) = \underbrace{\hat{i} \cdot \hat{k}}_{\substack{|\hat{i}| |\hat{k}| \cos(90) \\ 0}} + \underbrace{\hat{j} \cdot \hat{k}}_{\substack{|\hat{j}| |\hat{k}| \cos(90) \\ 0}} + \underbrace{\hat{k} \cdot \hat{k}}_{\substack{|\hat{k}| |\hat{k}| \cos(0) \\ 1}} = 1$$

$$\therefore \sqrt{3} \cos(\theta) = 1$$

$$\therefore \theta = \cos^{-1}\left(\frac{1}{\sqrt{3}}\right) = \underline{\underline{54.7^\circ}}$$

END CHAPTER 1

Chapters 2 & 3: A Description of Motion

"Kinematics"

WARNING! WARNING! WARNING!

1-d

$x(t)$

location

SI unit is meters

$$v(t) = \frac{dx}{dt}$$

velocity ($\frac{m}{s}$)

VECTORS ★

$$a(t) = \frac{dv}{dt} = \frac{d^2x}{dt^2}$$

acceleration ($\frac{m}{s^2}$)

★

Memorize: [Accelerations change Velocities]
[Velocities change Position]

Ex.] An object starts from rest w/ an acceleration $a(t) = 5t$. (SI units)

Find x @ $t = 10$ seconds.

Find the velocity @ $t = 15$ seconds.

Find the average speed between $t = 10$ and $t = 15$.

$$\boxed{1} \quad a(t) = 5t$$

$$\therefore v(t) = \int a(t) dt = \int 5t dt = \frac{5t^2}{2} + \text{Const.}$$

$$v(t) = 2.5t^2 + \text{constant}$$

"starts from rest" $\Rightarrow v(t=0) = 0 = 2.5(0)^2 + \text{constant}$
 $\therefore \underline{\underline{\text{constant} = 0}}$

$$\therefore \boxed{2} \quad v(t) = 2.5t^2$$

Also, $x(t) = \int v(t) dt = \frac{2.5t^3}{3} + \text{const.}$

Assume @ $t=0$, $x(t=0) = 0$.
 (Choosing an origin)

$$\boxed{3} \quad x(t) = 0.83t^3$$

[1, 2, 3] COMPLETELY describe the motion for all time 😊

@ $t = 10 \text{ sec}$

$$\boxed{1} \quad a(t=10) = 5(10) = +50 \text{ m/s}^2$$

$$\boxed{2} \quad v(t=10) = 2.5(10)^2 = +250 \text{ m/s}$$

$$\boxed{3} \quad x(t=10) = 0.83(10)^3 = +830 \text{ meters}$$

These are NOT notes. They are a visual aid(20%) for a verbal explanation(80%).

8

a) $t = 15 \text{ sec}$

① $a(t=15) = 75 \text{ m/s}^2$

② $v(t=15) = 562.5 \text{ m/s}$

③ $x(t=15) = 2801 \text{ m}$

[Instantaneous speed
or
Average Speed]

What if $a(t)$ is constant?

When would that happen? (not a function of time)

Newton: Force & acceleration
 ↑ ↑
 const. const.