

VWEST = 
$$-V_{\chi} = |\vec{v}| \sin(\theta) = 553 \left[\frac{\text{km}}{\text{h}}\right]$$
 in the wosterly direction   
 $V_{NORTH} = +V_{y} = |\vec{v}| \cos(\theta) = 625 \left[\frac{\text{km}}{\text{h}}\right]$  in the northerly direction

$$Δ × ω ε σ = | V | s in (θ) t = 968 [km] we stoords$$

$$Δ 9 ω ε ε η = | V | cos (θ) t = 1090 [km] nor howards$$

(2) (Three vectors are shown in the diagram. Their magnitudes are given in arbitrary units. Determine the sum of the three vectors. Give the resultant in terms of (a) components (b) magnitude and angle with the +x axis:

$$\vec{B}$$
  $\vec{A}$   $\vec{A} = |\vec{A}| = 44.0$   
 $\vec{B} = (\vec{B}) = 26.5$   
 $\vec{C} = |\vec{C}| = 31.0$ 

The resultant is 
$$D = D_x \hat{x} + Dy \hat{y}$$
 where,
$$D_x = A\cos(\theta_A) - B\cos(\theta_B) + 0 = 24.0$$

$$D_y = A\sin(\theta_A) + B\sin(\theta_B) - C = 11.6$$

Defining 
$$\Theta_D$$
 as  $\int_0^8 \overline{D} = \int_0^8 \int_0$ 

3) Estimate by what factor a person can jump farther on the Moon as compared to the Earth if the takeoff speed and angle are the same. The acceleration due to gravity on the Moon is one-sixth what it is on Earth.

AXC = 
$$\frac{36}{6}$$
 = 6

4) SA ball thrown horizontally at 12.7 [ from the roof of a building? lands 21.0 mg from the base of the building. How high is the building?

5) (A short-putter throws the "shot" (mass 7.3 kg)) with an initial speed of 14.4 [3] at a 34.0° angle to the harizontal. Calculate the horizontal (distance traveled by the short if it leaves the athlete's hand at a height of 2.10 (m) above the ground.

(6) (A passenger on a Goat moving of 1.70 [5] on a still lake walks up o flight of stairs of a speed of 0.60 [5], as in the diagram. The stairs are angled at 450 above the direction of motion. What is the velocity of the passenger relative to the water?

$$\int_{P,W} = \left( |\nabla_{P,B}| \cos(\theta) + |\nabla_{P,W}|_{x} \right) \hat{\chi} + |\nabla_{P,B}| \sin(\theta) \hat{g}$$

$$= \left( 0.60 ||\widehat{g}| \right) \cos(45^{\circ}) + \left( 0.40 ||\widehat{g}| \right) ||\widehat{\chi}| + \left( 0.60 ||\widehat{g}| \right) \sin(45^{\circ}) ||\widehat{g}|$$

$$= \left( 2.12 ||\widehat{g}| \right) \hat{\chi} + \left( 0.424 ||\widehat{g}| \right) ||\widehat{g}|$$

$$|\nabla_{P,W}| = |\nabla_{P,W}|_{x} + |\nabla_{P,W}|_{y} = 2.17 ||\widehat{g}||_{y}$$

$$\partial_{P,W} = + \sin^{2} \left( |\nabla_{P,W}|_{x} \right) \approx 10^{\circ} \text{ above } + \text{k-direction}$$

Given the vector  $\vec{v} = a\hat{x} + b\hat{y} + c\hat{z}$ , answer the following:

a) what are the components vx, vy, vz of v?

1) What is the mognitude of 2? (That is, find |v|,)

(c) what is the unit vector in the direction of v?

scalar components are the scalars that multiply the unit vector for their particular direction. So:

V=0, Vy=b, Vz=c

Since then == xx+49+ 42= a2+69+c2== -

V= 142+13+42 = [a2+b2+c2]

$$\hat{C} \hat{V} = \frac{a\hat{x} + b\hat{y} + c\hat{z}}{\sqrt{a^2 + b^2 + c^2}} \\
= \frac{a}{\sqrt{a^2 + b^2 + c^2}} \hat{x} + \frac{b}{\sqrt{a^2 + b^2 + c^2}} \hat{y} + \frac{c}{\sqrt{a^2 + b^2 + c^2}} \hat{z}$$

Given the two vectors:

$$\vec{A} = a\hat{x} - b\hat{y}$$
 and  $\vec{B} = c\hat{x} + d\hat{y}$ 

a) Find A+B

O FIND [A], [B], and [A+B]

@ what is the scalar y-component of  $\vec{c} = \vec{A} - \vec{B}$ ?

$$\widehat{\vec{A}+\vec{B}} = (a+c)\hat{\chi} + (-b+d)\hat{g}$$

A-B=(a-c)2+(-b-d)g

$$|\vec{A}| = \sqrt{a^2 + b^2}$$
,  $|\vec{S}| = \sqrt{c^2 + d^2}$   
 $|\vec{A} + \vec{B}| = \sqrt{(a+c)^2 + (-b+d)^2}$ 

Cy = -b-d

- (a) In the 2D kinematic equations for projectiles where  $a_x=0$  and  $a_y$  is constant, rewrite them without time.

  That is:
  - a) solve the x equation for t
  - (b) plus the solution for to from (a) into the y-direction kinematic equations
  - (c) what x-direction parameters have the ability to affect y-direction variables such as y and by?

$$\begin{array}{ll}
(b) & \forall y = \forall y_0 + a_y \frac{x - x_0}{\sqrt{x_0}} \\
y = y_0 + \forall y_0 \frac{x - x_0}{\sqrt{x_0}} + \frac{1}{2} a_y \left(\frac{x - x_0}{\sqrt{x_0}}\right)^2 \\
y_y^2 = y_0^2 + 2a_y (y - y_0) \\
y = y_0 + \frac{1}{2} (y_0 + y_y) \left(\frac{x - x_0}{\sqrt{x_0}}\right) \\
y = y_0 + y_0 \frac{x - x_0}{\sqrt{x_0}} - \frac{1}{2} a_y \left(\frac{x - x_0}{y_0}\right)^2
\end{array}$$

C) X, Xo, and Uxo have the ability to affect y-direction variables such as y and Uy.
This is because the same time to passes as the object moves in both directions.