* Vector is a scalor times a direction
* Hat notation
  + x̂2 = ŷ 2=ẑ2=0
* Bracket notation
* Finding force from a mass
* Calculating components from a force
  + do for all given forces and equiblerant
* Adding forces to find a resultant
* Using the force table to find the equiblerant force
* ±180° to equiblerant to find resultant angle
  + Add 180°, if sum is ≤360° , then undo and subtract 180°
* Calculating θR for resultant (via TOA)
  + Or φ if applicable based on quadrant
* Finding the expected |Fr| via Pythagorean theorem
* Using values to find the %diff and Δθ