

ASSIGNMENT#1

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Q:01

ASSIGNMENT#1

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VECTORS

Use components of the vectors given in figure: 1 to find the magnitude and direction of the Albanya as  $\vec{A} - \vec{B}$   $\vec{B} - \vec{A} + \vec{B}$   $\vec{A} - \vec{B} = (Ax - Bx)(\hat{i} + (Ay - By)\hat{j})$   $\vec{A} + \vec{B}$   $\vec{A} - \vec{B} = (Ax + Bx)(\hat{i} + (Ay + By)\hat{j})$   $\vec{A} \times \vec{B}$ Ance  $\vec{A} = (Bx - Ax)(\hat{i} - (By - Ay))\hat{j}$   $\vec{A} \times \vec{B}$ Since  $\vec{A} = (Bx - Ax)(\hat{i} - (By - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} + (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Bx - Ay)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Ax - Ay)(\hat{i} - (Bx - Ay))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Ax - Ax)(\hat{i} - (Bx - Ax))\hat{j}$   $\vec{A} \times \vec{B} = (Ax + Bx)(\hat{i} - (Ax - Ax)(\hat{i} - (Bx - Ax))\hat{j}$ Use components of the vectors given in figure: 1 to

following

$$\vec{A} = Ax\hat{i} + Ay\hat{j}, \quad \vec{B} = Bx\hat{i} + By\hat{j}$$

$$\vec{A} + \vec{B} = (Ax + Bx)i + (Ay + By)i$$

$$\vec{B} - \vec{A} = (B_{xx} - A_{xx})\vec{i} - (B_{xy} - A_{yy})\vec{i}$$

(d)  $\vec{A} \times \vec{B}$ 

$$\vec{A} \times \vec{B} = \vec{i} \cdot \vec{j} \cdot \vec{k}$$

$$\vec{A} \times \vec{A} \times \vec{A} \times \vec{A} = (\vec{A} \times \vec{B} \times - \vec{A} \times \vec{B} \times \vec{A} \times \vec{A}$$



<u>0.07</u>

(a) solution (compriente)

- convert to consistent units (metres).

1.25 km = 1250m, :=

=> Breaking each displacement into x (east) and y (south).

1. south:

d, = (0, -825)

2. 30 west of north:

-> x- component = - 1250 sin30' =- 625

> y - component = + 1250 cos 30. (approx)

Jz = (-625, 1082)

3. 40. north of east:

-> oc-component = 1000 cos 40° ≈ 765

-> y - component = 1000 sin 40° x 643

 $J_3 = (766, 643)$ 

=> Adding displacements.

x total = 0-625+766 = 141

Ytotal = -825 + 1082 +643 = 900

So,

Rnet = (141,900) m

=) Betweening displacement.

To return to the Oak tree, we must go opposite:

Preturn = (-141,-900)m

Magnitude:

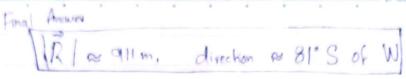
| Rrewn | = 1(-141)2 + (-900)2 & 911m

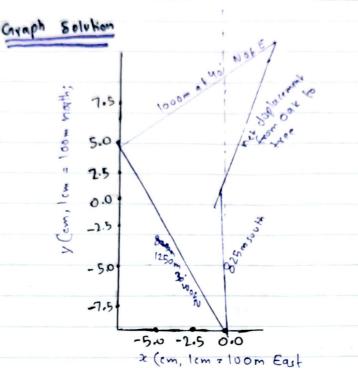
Direction:

9 = tan- (900) = 81° south of west











=> Recalling Cross product magnitude relation.

The cross product magnitude is:

(AxB) = AB sin 0

Since both vectors have magnitude 3:

[A xB] = 3.3. sine = 9 sine

=> By Computing given magnitude

Given: BxR = -5k +21.

Magnitude:

$$|\vec{B} \times \vec{A}| = \sqrt{(-5)^2 + (2)^2} = \sqrt{29} \approx [5.39] = [5.4]$$

Equating Magnitudes: 
$$0 = \sin^{-1}(6) \approx 37^{\circ}$$
  
9 sin  $\theta = 5.4$   $0 = 37^{\circ}$ 



Representing Vectors in unit-vector motation

Without the bourse,

General rule:

where o is measured from + or -axis (east)

- · If vector points left (west), cos @ is negative.
- · If vector paints down (south), sine is regative

So:

Add "A" 4 "D" =7

. (A +D) 1 = 146.02 :- (A+D)y = [78.8]

In components:

A+B = (Ax + Dx) 2 + (Ay + Dy) 3

Magnitude:

$$\left| \overrightarrow{A} + \overrightarrow{D} \right| = \sqrt{\left( A_X + D_X \right)^2 + \left( A_{Y} + D_Y \right)^2}$$

- · B = 59 cos OB î + 59 sin OB 2 ≈ 55.8î + 19.2; · Ĉ = 25 cos Ocî + 25 sin Oc] ≈ 15.4î + 19.1;
- · |A+B| = ((Ax+Dx)î + (Ay+Dy); ≈ [166]



## Q:05

(9)

- Magnitude of the cross product of two voctors gives the area of the parallelugram.

  [AxB] = [A][B] sin 9
- · The area of the triangle formed by the same two vectors is half (1/2) of that:

  Area of triangle = 1 | AxB|

(b)

Complete cross product

$$\vec{A}_{X}\vec{B} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 3 & -2 & 4 \\ -1 & -4 & 2 \end{vmatrix} = \hat{i} (-2)(2) - (4)(-4) - \hat{j} (2)(2) - (4)(4) \\ + \hat{k} (3)(4) - (4)(-4) \end{pmatrix}.$$

AxB = 12? - 10; - 14k

(c) Magnitude of cross product:

(d) A.O.T

- · AyB = 12î-10j-142
  - · | AxB | = 20.98
  - · Area of triangle = 10.49

\*\*\*\*\*



since magnitudes are egual:

So: 
$$|\vec{A}| = |\vec{B}| = M$$

Let vo 2 A. orther each





X sum = \$0 + 60 - 10 + 40 - 70 = 50 = 20 final = 50/z = 50m)

Y sum = -70 + 50 - 10 - 10 + 60 = 30 y final = 30 = 16m.

V final = (10.0m, 16.0m)

When | = (10.0m, 16.0m)

When | = (10.0m, 16.0m)

When | = (10.0m, 16.0m)

Dividing by d shi gives zero.

Therefore, the vector has no direction, regardless of being (+ve) or (ve)

and (cl) — Magnitude of ?.? | cl

Phy d: 3/cl

Magnitude = [1/cl]

Ornellon of cross productor.

Prize for procise of cross productor.

Prize for procise of cross productor.

Prize for is + z - axis

(1) direction is - z - crxis

And (b) — Mag: 4 clisec: of ?x (cl) it cloo

Price from = +z - axis (some as h)

Magnitude = [cl] since of >0; it just of.

Direction = +z - axis (some as h)

Magnitude = [cl] since of >0; it just of.

Direction = +z - axis (some as h)

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Direction = +z - axis (some as h)

Magnitude = [cl] since of >0; it just of.

Prize from = +z - axis (some as h)

Magnitude = [cl] since of >0; it just of.

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## <u>(V:08</u>

(a) and (b) - Direction of ?. i/d

· (.) = 0 (since they care perpendicular)

· Dividing by d still gives zero.

(C) and (d) - Magnitude of ??? Id

(e) and (f) - Onection of cross production

· (xj zk (points along +z, by the right hand rule).

and (i) - Mag: 4 direct of ix (di) it do

(9) and (h) - May: of Cross products.



Magnitude = 1 for both.

(a) Direction of ?. ? (d: None (zero).

(b) game: none

(e) Magnitude of ?: ild: [1/d]

(d) same.

(e) Direction of ? xj: +2-axis

(+) Direction of ixi: -z-axis

(9) Magnitude of (e): 1.

(h) Magnitude of (+):1

(i) Magnitude of ix (di) (drs):d

(j) Direction: 4 Zaxis

Q:09

(a) Magnitude of displacement  $|\vec{d}| = \sqrt{(4.30)^2 + (3.70)^2 + (3.00)^2}$   $= \sqrt{18.49 + 13.69 + 9.00} = \sqrt{41.18} \approx 6.42 \text{ m}$ 

(b) Path length be less than this magnitude?

-) Distance Displacement is the shortest possible straight-line distance, so, no.

(c) could the path length be greater?

> Yes. The fly could take a curve or zig-zag

(d) can path length egual the displacement

> It the fly flies in a straight line directly from start to end, then yes.

path length displacement = 6.42 m





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(e) Displacement vector components in unit-vector notation. chasen coordinates:

7 = (4.30)î + (3.70)ĵ + (3.00) k

- (f) shortest walking path along the walls.
  - -> Unfold the box
  - Imagine the fly walking along 2D surfaces. The shortest path is the diagonal of one unfolded rectangle.

    Two options for unfolding:

    1. Floor + one vertical wall: rectangle dimensions = 4.30+3.70 > Imagine the fly walking along 20 surfaces. The
    - -> Two options for unfolding:
    - = 8.00 (one olivection), height = 3.00.
    - 2. Floor + adjacement wall in other orientation: rectangle dimensions = 4.30 + 3.00 = 7.30, height = 3.70
    - 3. Or width + height rectangle: 3.70 + 3.00 = 6.70 with length 4.30

Compute diagonals:

- · Case 1: √(8.∞)2+ (3.∞)2 = √64+4 = √73 ≈ (8.54 m)
- Case 1:  $\sqrt{(8.\infty)^2 + (3.\infty)^2} = \sqrt{64.44} = \sqrt{73} \approx (8.59 \text{ m})$  Case 2:  $\sqrt{(1.30)^2 + (3.70)^2} = \sqrt{53.29 + (13.69)} = \sqrt{66.98} \approx (8.19 \text{ m})$
- · Case 3: √(6.70)2+(4.30)2 = √44.89 + 18.49 = √63.38 ≈ 7.96 m

shortest walking path = 7.96m

. . . Date

A:

$$F_{Ax} = 100 \cos 30^{\circ} = 100 (0.866) = 86.6$$
  
 $F_{Ay} = 100 \sin 30^{\circ} = 100 (0.5) = [50.0]$ 

B:

5

8

0

8

0

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-

-

-

9

-

C (Below or -axis):

=> Add components

=> Equilibrant force

Magnitude:

Direction (from +x-axis):



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-

C

Express Vectors OQ and OR

· A unit cube in the first octent how one vostex at the origin 0 = (0,0,0).

The opposite corner Q) is (1,1,1). 00 = (1-0)î + (1-0)î + (1-0)k = î+j+k

A face center (R):

for example, the center of the square face in the xy-plane at z = 0. its consclinates are (0.5,0.5,0).

OR = 0.51 + 0.53 +0 k

(b) of the cinque b/w OQ and OR Cosine Formula:

COS B = 00 - 0R 1021 10R1

Dot product: OQ.OR = (1)(0.5) +(1)(0.5) +(1)(0) = 1.0

Magnitudes

80,





Expand:

(b) d. d.

(b) 
$$(d_1 + d_2) \cdot d_3 = (1)(-3) \cdot (3)(4) = -13 \cdot 26 \cdot 33$$
  
(c)  $(d_1 + d_2) \cdot d_3 = (1)(-3) \cdot (4)(4) = -13 \cdot 26 \cdot 33$   
(d)  $(d_1 + d_2) \cdot d_3 = (1)(-3) \cdot (4)(4) = -3 \cdot 26 \cdot 33$ 

Q:13
(i) Som In Unit-vector notation
$$\vec{a} + \vec{b} = (4.0 + (-13.0))$$

$$\vec{a} + \vec{b} = (4.0 + (-13.0))i + (3.0 + 7.0)j$$
  
 $\vec{a} + \vec{b} = -9.0i + 10.0j$ 



Property of cross product

Sperty of cross product

For any violent P and A

P x A 1 (av) P

That is, Result of a cross product is always

perpendicular to the first weeks.

So if (2,-3,4) x A = (4,3,-1), then R Hs must be

perpendicular to (2,-3,4)

Is they perpendicularity using clot product

check:

(2,-3,4). (4,3,-1) = (2)(4) + (-3)(3) + (4)(-1)

= 8-9-4=-5

not zero, R Hs is not perpendicular to (2,-3,4)

clusion

it violates the main rules of cross products.

herefore, no vector A can satisfy this equation.

scall perpendicularity condition

Two vectors are perpendicular if their clot product is

zero:

(A + B). (A-B)=0 80 if, (2,-3,4) x A = (4,3,-1), then RHS must be

Testing perpendicularity using dot product check:

=) Conclusion

· Therefore, no vector A can satisfy this equation.

(2:15

Recall perpendicularity condition

(A+B).(A-B)=0

Expanding the dot product  $(\vec{A} + \vec{B}) \cdot (\vec{A} - \vec{R}) = \vec{A} \cdot \vec{A} - \vec{A} \cdot \vec{R} + \vec{B} \cdot \vec{A} - \vec{B} \cdot \vec{B}$ 

since A.B = B.A, the middle terms comcal: = A.A - B.B

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Date:

Simplify  $= |\vec{A}|^2 - |\vec{B}|^2$ Since the conclition says this = 0, so:  $|\vec{A}|^2 - |\vec{B}|^2$   $= |\vec{A}|^2 - |\vec{B}|^2$   $= |\vec{A}| + |\vec{B}|^2 \cdot (|\vec{A} - \vec{B}|^2 - |\vec{B}|^2)$ 

THE END