

where, \hat{i} & \hat{j} are the unit vectors along positive X – axis & Y – axis respectively.

$$|\overrightarrow{OP}| = |\vec{r}| = \sqrt{x^2 + y^2}.$$

$x\hat{i}$ & $y\hat{j}$ = Vector components along X – axis & Y – axis .

x & y = Scalar components along X – axis & Y – axis .

(6) **3-Dimensional (3-D)**

If $P(x, y, z)$ be a point in 3 – D plane, then the position vector of P w.r.t. origin O (\vec{r}) is

$$\overrightarrow{OP} = \vec{r} = x\hat{i} + y\hat{j} + z\hat{k}.$$

where, \hat{i}, \hat{j} & \hat{k} are the unit vectors along positive X – axis, Y – axis & Z – axis respectively.

$$|\overrightarrow{OP}| = |\vec{r}| = \sqrt{x^2 + y^2 + z^2}.$$

$x\hat{i}, y\hat{j}$ & $z\hat{k}$ = Vector components along X – axis, Y – axis & Z – axis .

x, y & z = Scalar components along X – axis, Y – axis & Z – axis .

(7) **Direction Ratios & Direction Cosines of a Vector**

Consider the vector $\vec{r} = a\hat{i} + b\hat{j} + c\hat{k}$

(i) Then direction ratios of \vec{r} are a, b, c .

(ii) The direction cosines of \vec{r} are given by

$$l = \frac{a}{\sqrt{a^2 + b^2 + c^2}}; m = \frac{b}{\sqrt{a^2 + b^2 + c^2}}; n = \frac{c}{\sqrt{a^2 + b^2 + c^2}}$$

(iii) $l^2 + m^2 + n^2 = 1$.

(iv) If $A(x_1, y_1, z_1)$ and $B(x_2, y_2, z_2)$ be any two points in space then direction ratios of \overrightarrow{AB} are $(x_2 - x_1), (y_2 - y_1), (z_2 - z_1)$ and direction cosines of \overrightarrow{AB} are $\frac{(x_2 - x_1)}{r}, \frac{(y_2 - y_1)}{r}, \frac{(z_2 - z_1)}{r}$ where $r = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$.

(8) **Scalar product / Dot product of vectors**

(i) The scalar product of two vectors \vec{a} & \vec{b} , which meets in a point is given by

$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta$$

where θ is the angle between these vectors.

(ii) $\hat{i} \cdot \hat{i} = \hat{j} \cdot \hat{j} = \hat{k} \cdot \hat{k} = 1$.

(iii) $\hat{i} \cdot \hat{j} = \hat{j} \cdot \hat{k} = \hat{k} \cdot \hat{i} = 0$.

(iv) $\lambda(a\hat{i} + b\hat{j}) = \lambda a\hat{i} + \lambda b\hat{j}$.

(v) If $\vec{a} = \vec{0}$ or $\vec{a} = \vec{0}$, we define $\vec{a} \cdot \vec{b} = 0$.

(vi) If \vec{a} and \vec{b} are like (collinear) vectors, we have $\theta = 0$; $\vec{a} \cdot \vec{b} = ab \cos \theta = ab$.

(vii) If \vec{a} and \vec{b} are unlike vectors, we have $\theta = \pi$; $\vec{a} \cdot \vec{b} = ab \cos \theta = -ab$.