VECTORS

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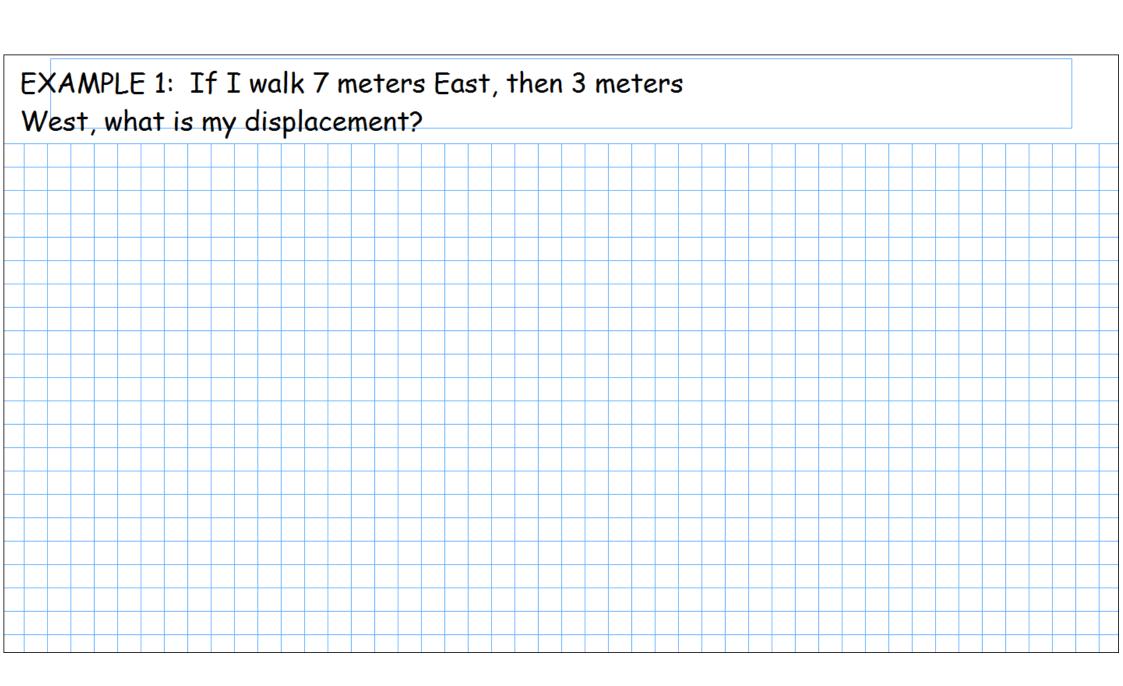
SCALAR QUANTITIES: Have only magnitudes VECTOR QUANTITIES: Have magnitudes & directions EXAMPLES: VECTOR QUANTITIES SCALAR QUANTITIES

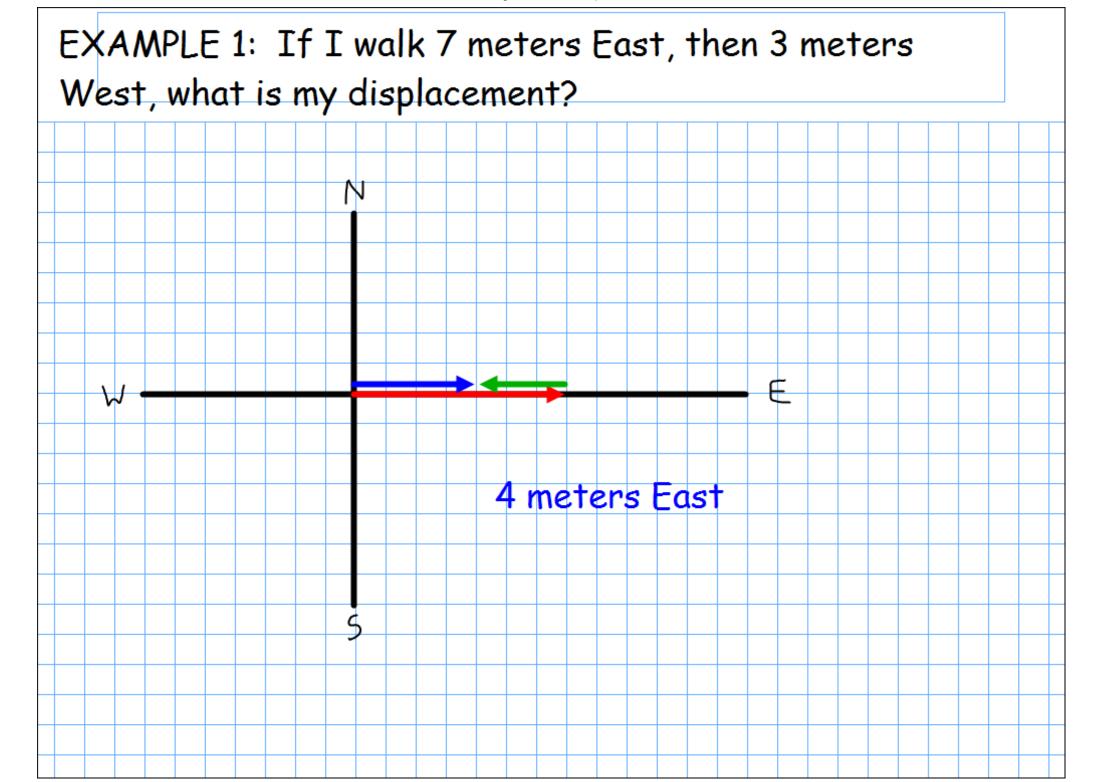
SCALARS: HAVE ONLY MAGNITUDES & DIRECTIONS

EXAMPLES

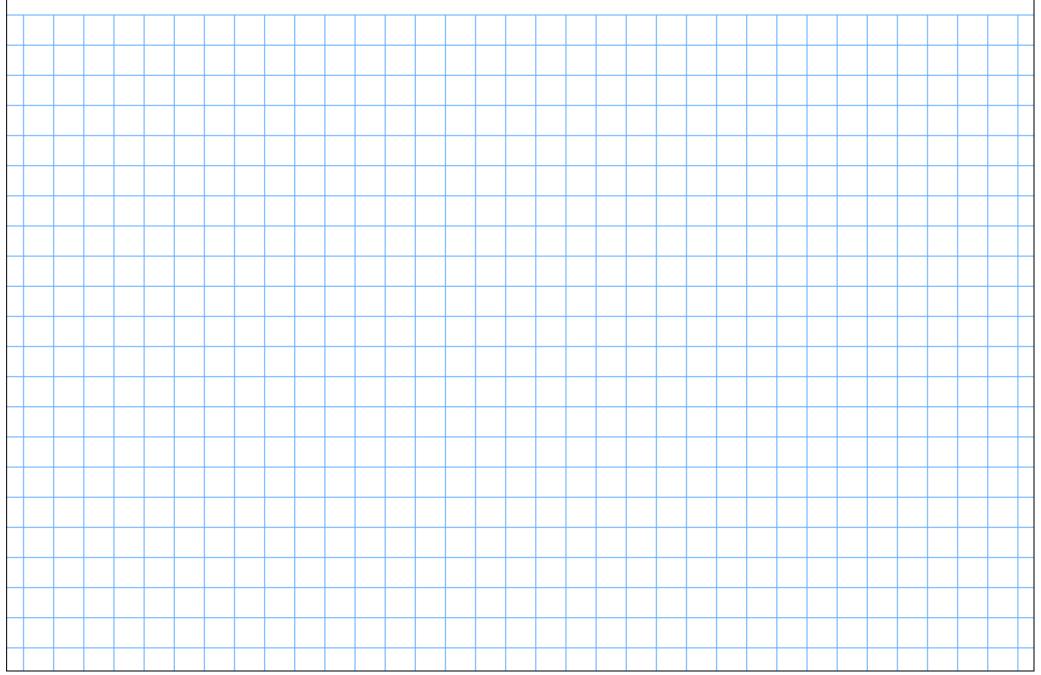
VECTORS velocity accelaration MOMENTUM INERTIA ELECTRIC FIELDS

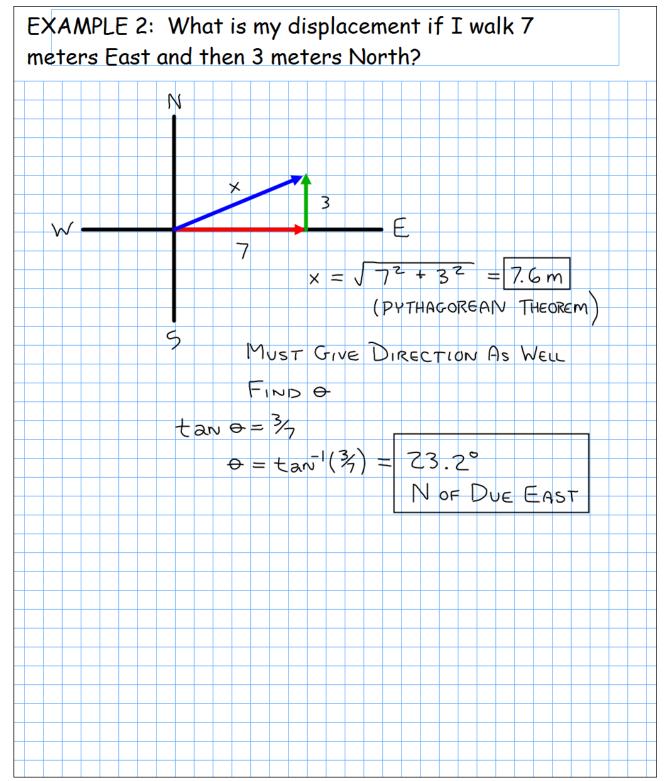
SCALARS Mass speed energy DISTANCE

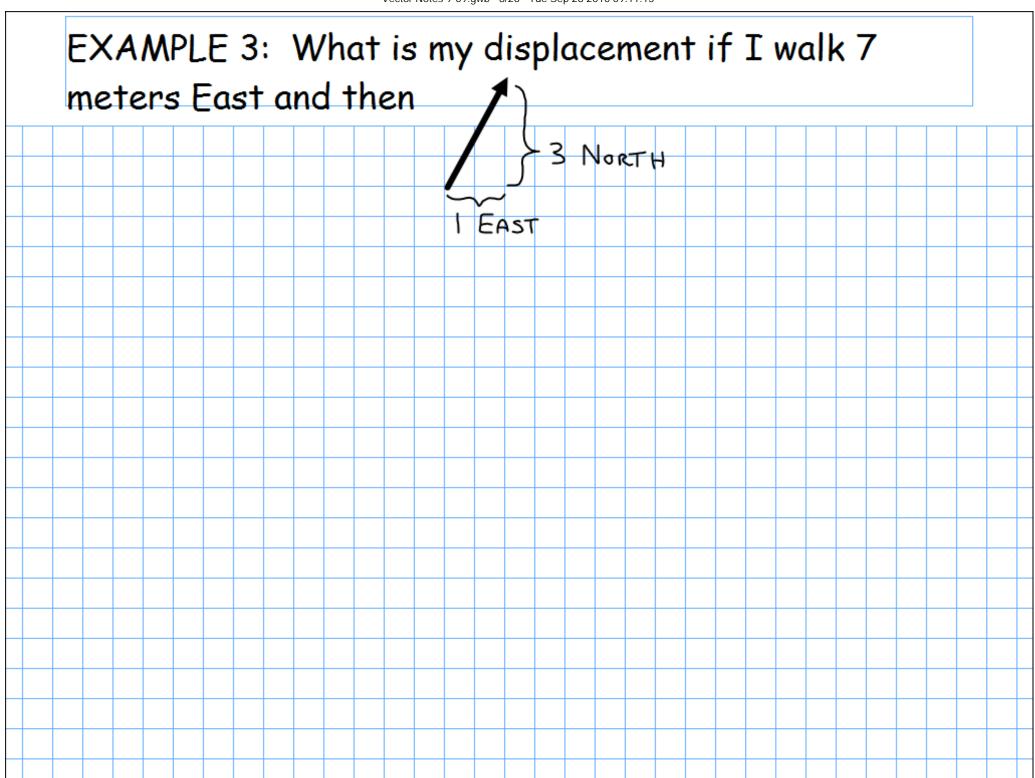


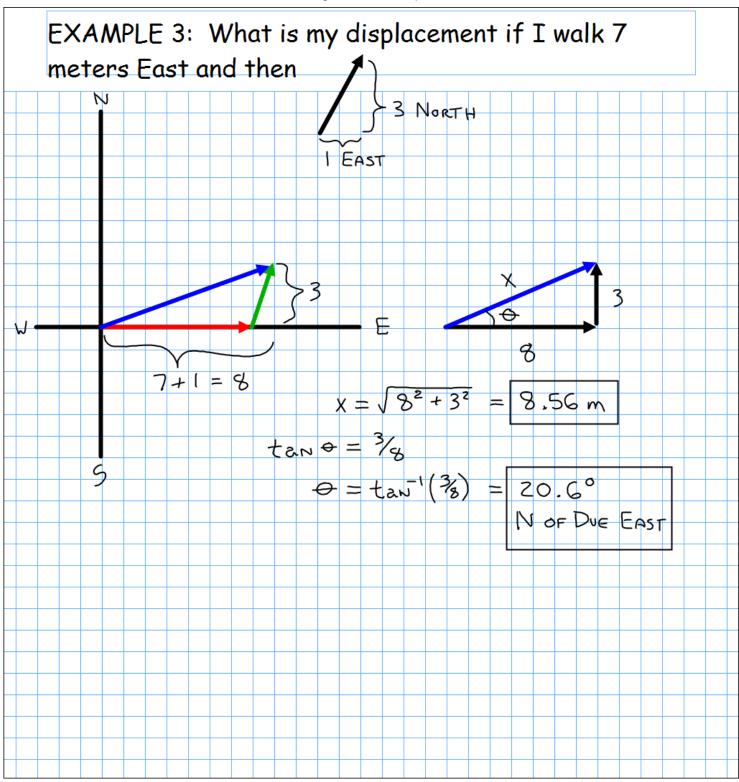


EXAMPLE 2: What is my displacement if I walk 7 meters East and then 3 meters North?



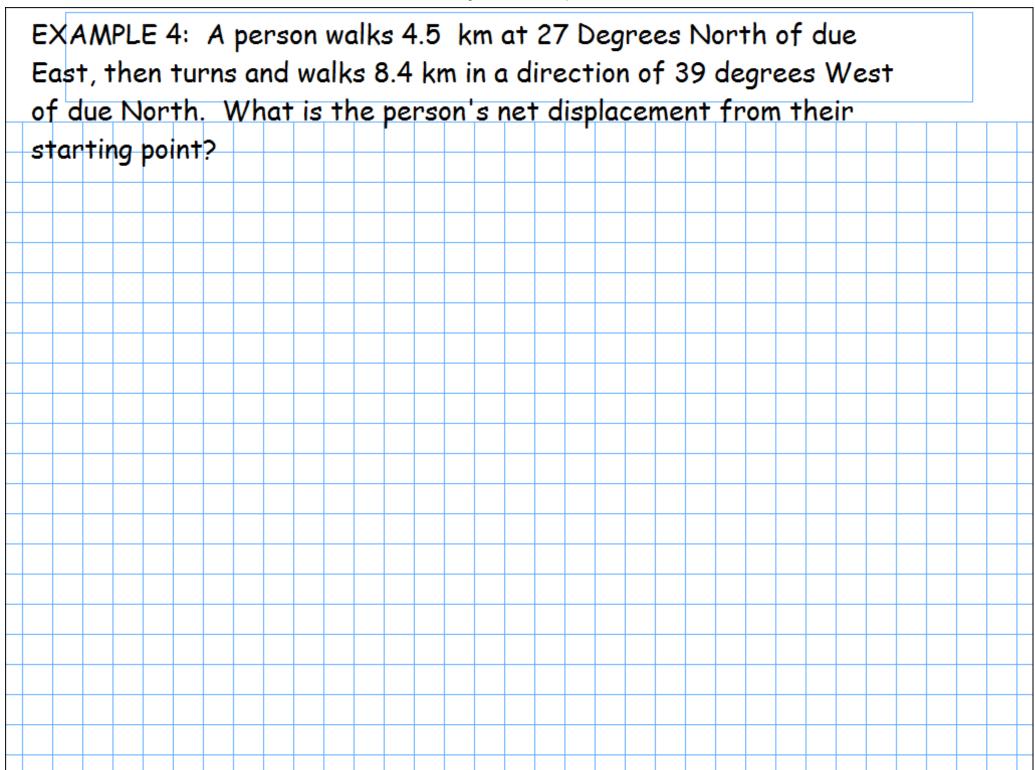


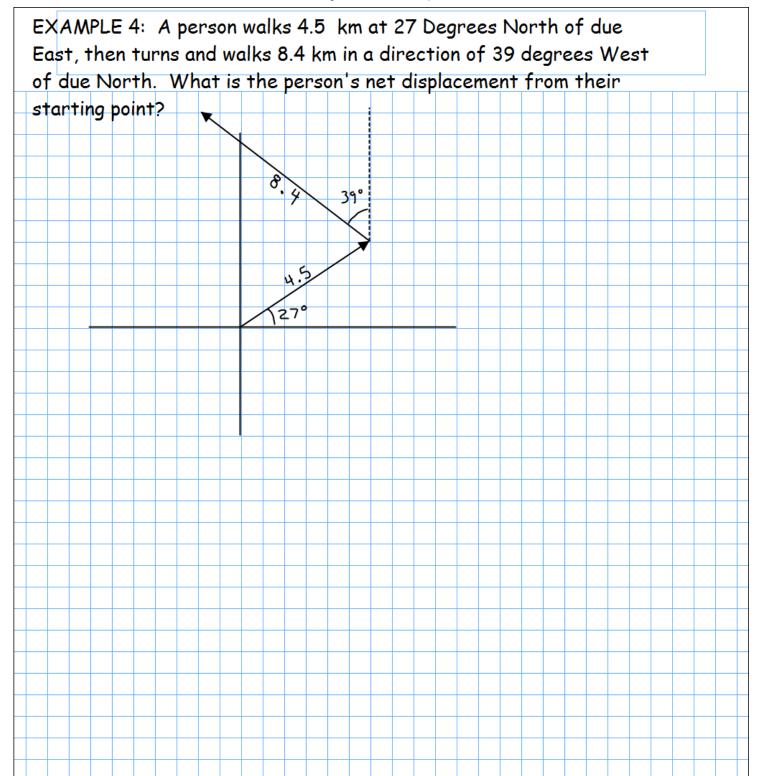


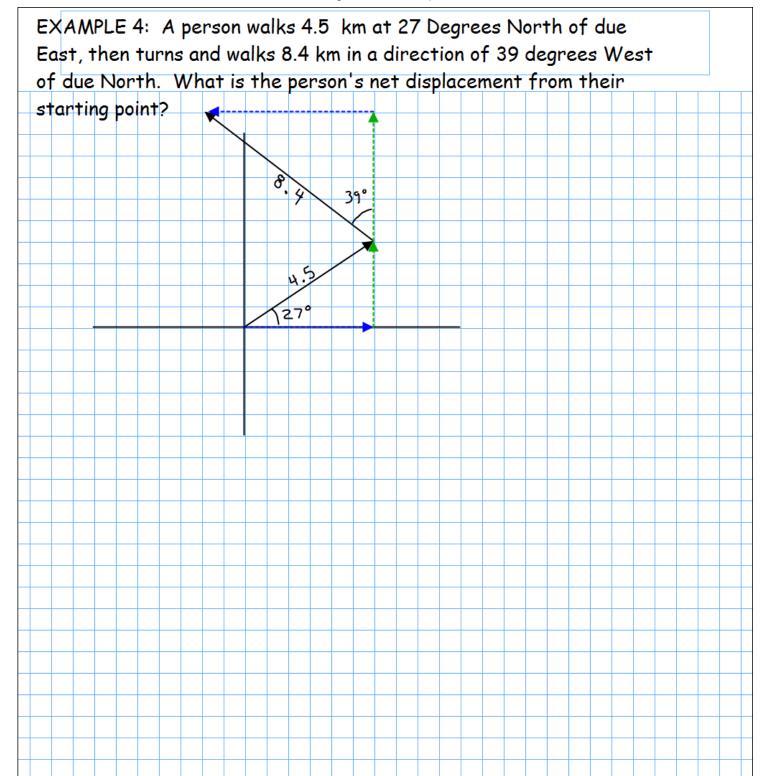


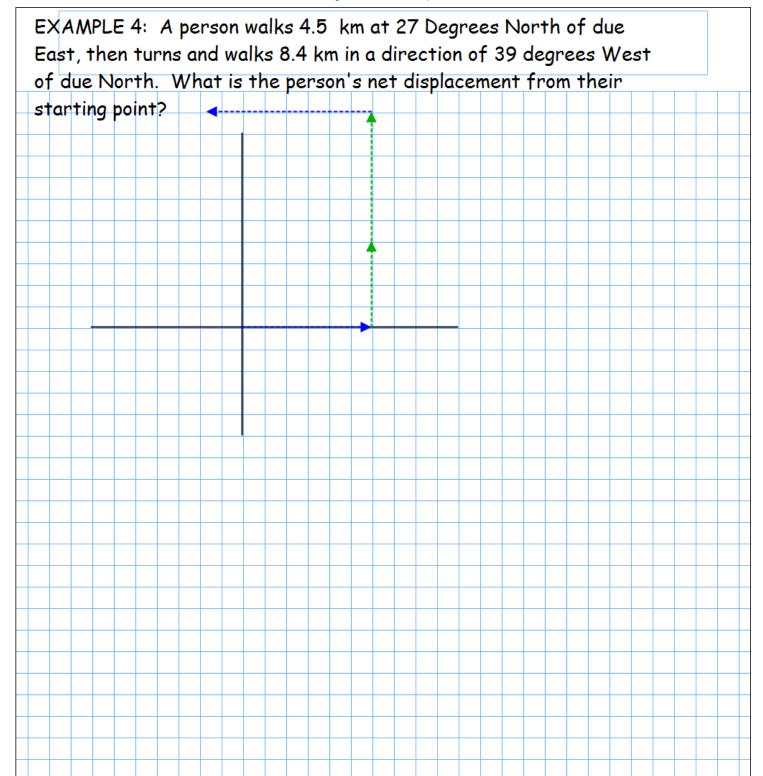
STEPS FOR ADDING VECTORS TOGETHER:

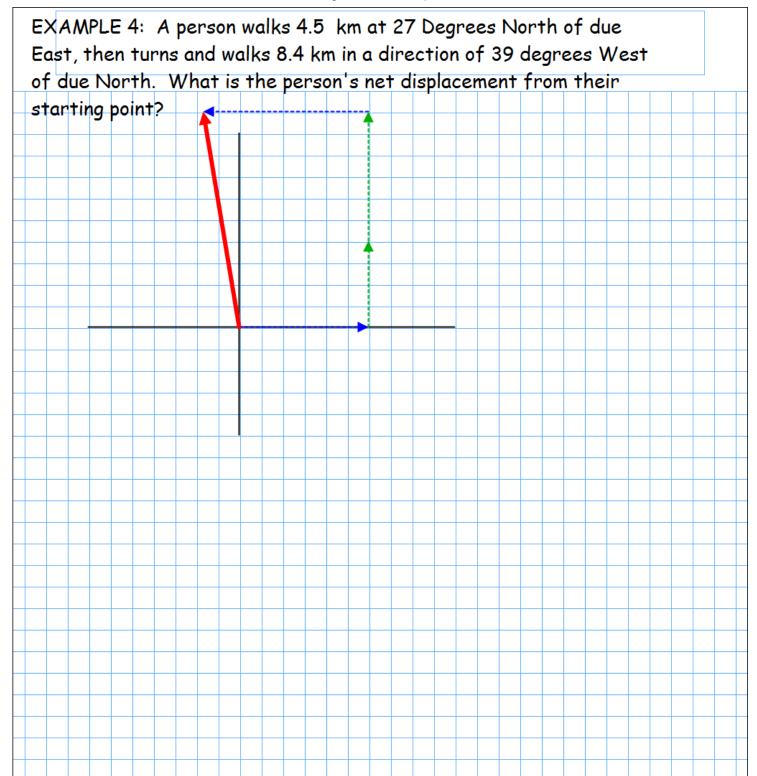
- 1. Identify the vectors.
- 2. Check units (must be consistent).
- 3. Select a reference frame (origin, directions).
- 4. Resolve all vectors into x and y components.
- 5. Add all x components up (= the x component of your resultant).
- 6. Add all y components up (= the y component of your resultant).
- 7. Plot #5 and #6 on a new set of coordinate axes.
- 8. Evaluate the hypotenuse (the magnitude of the resultant)
- 9. Evaluate the angle (for direction of the resultant vector)

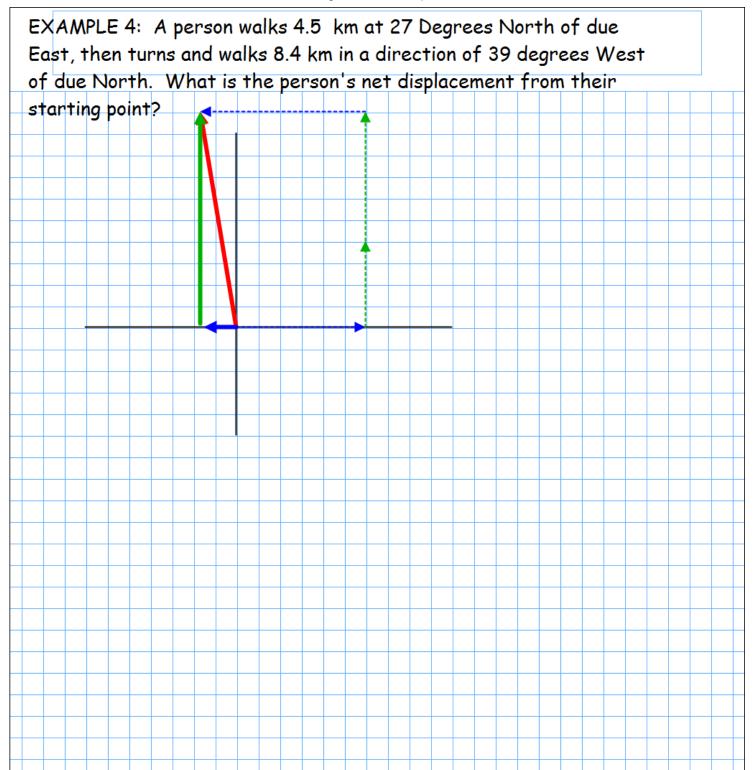


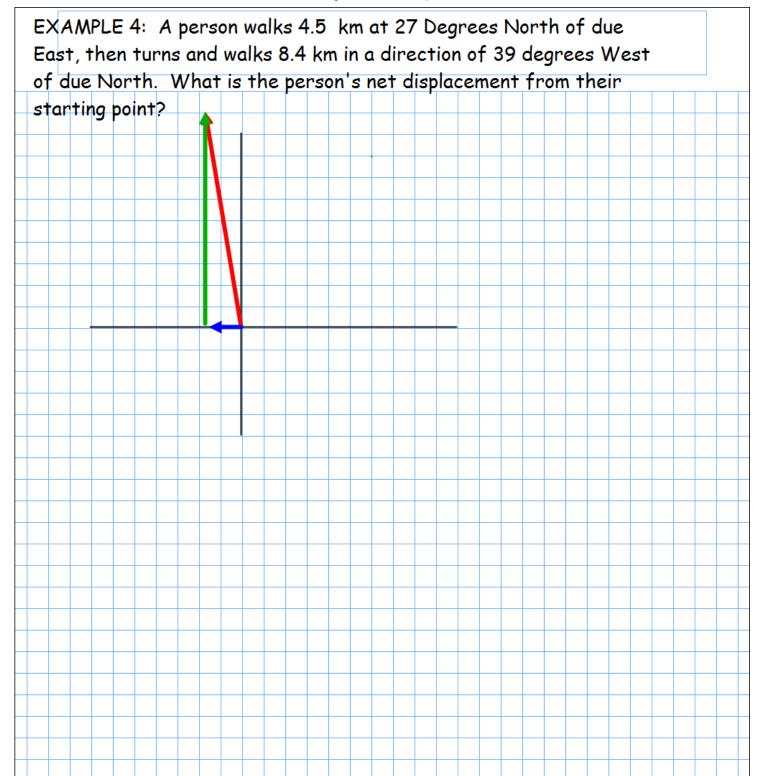


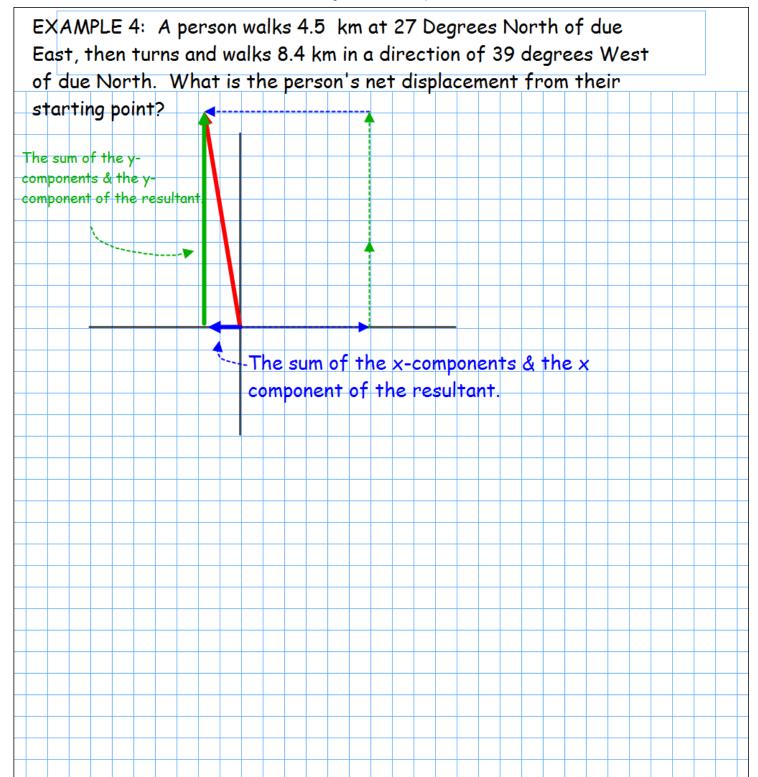


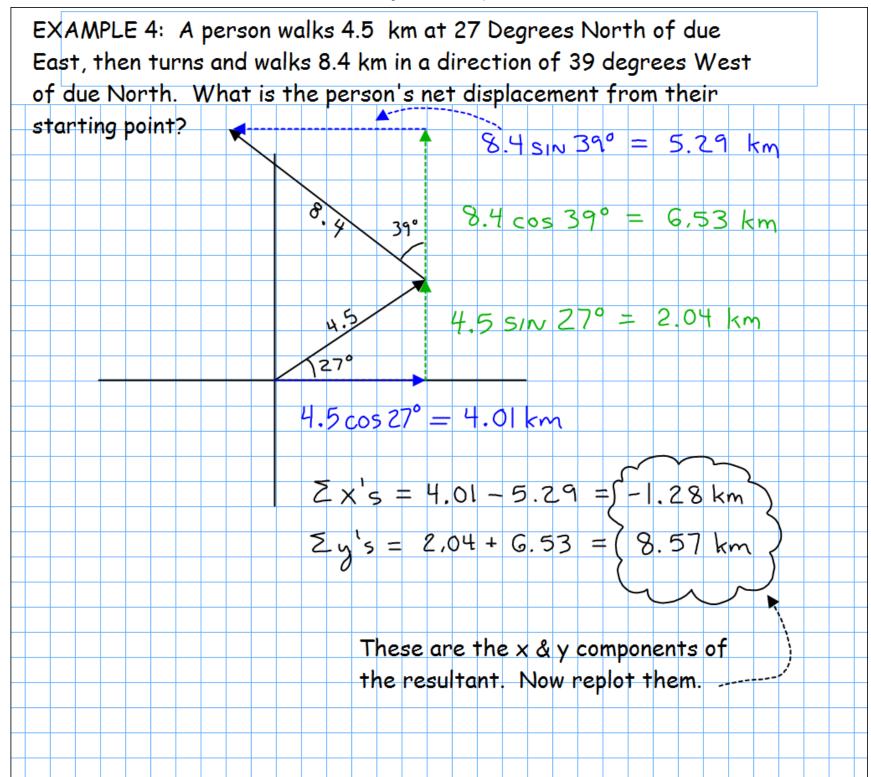


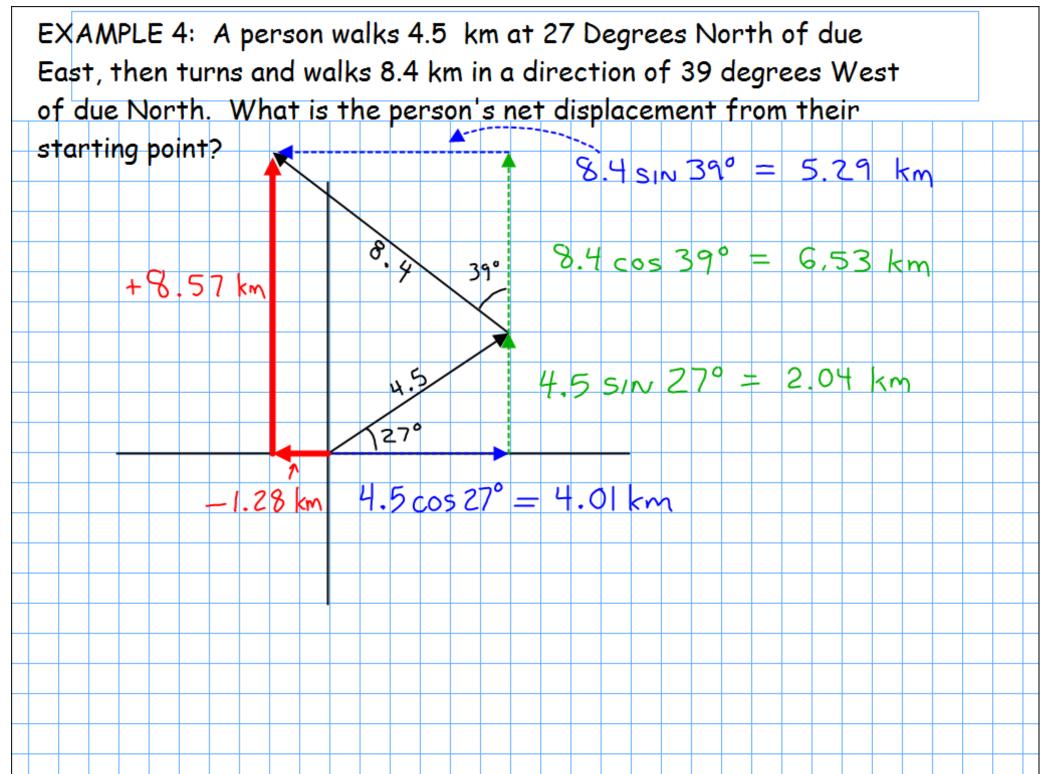


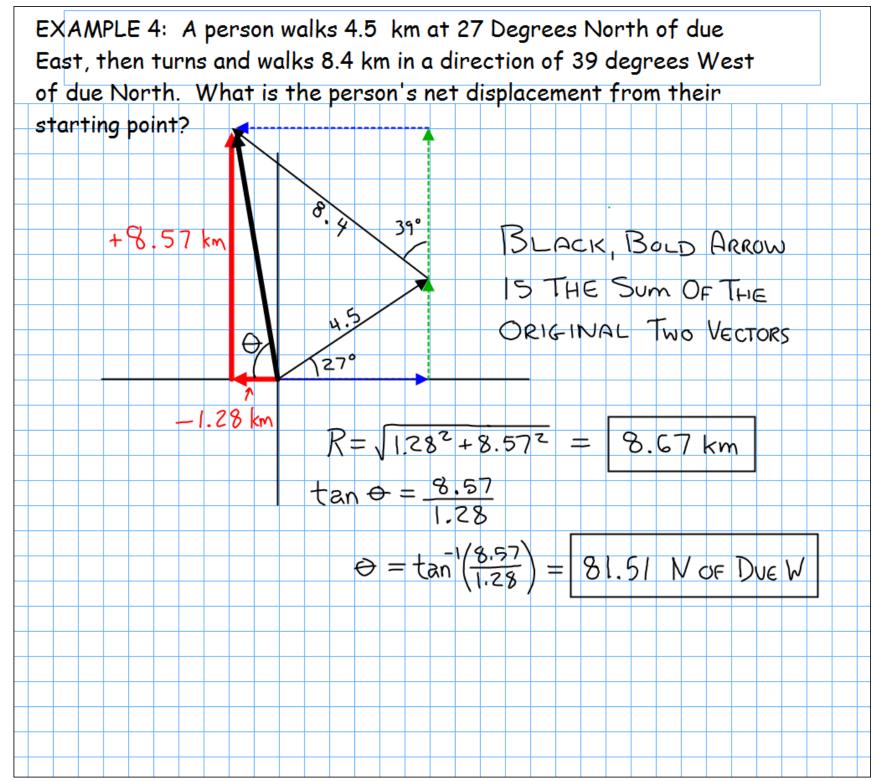






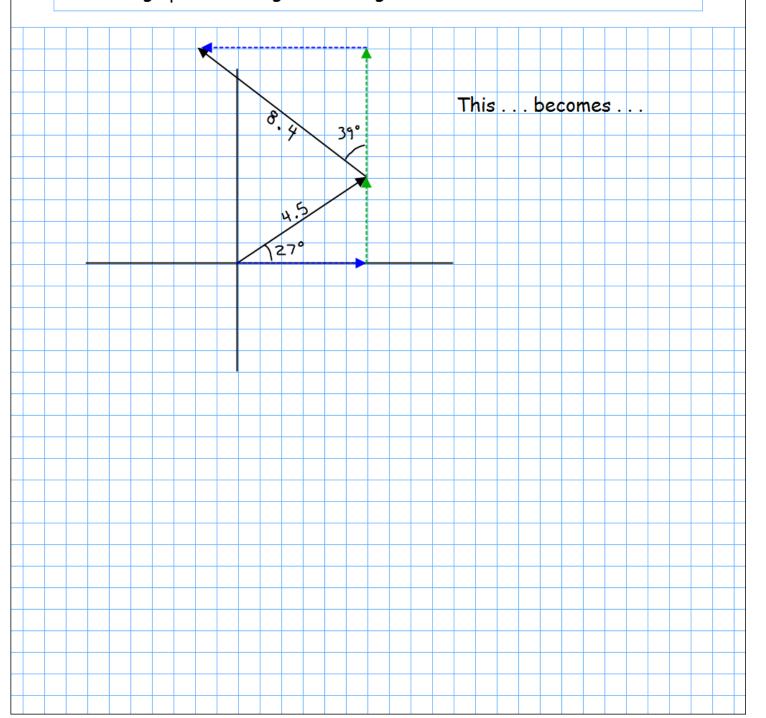


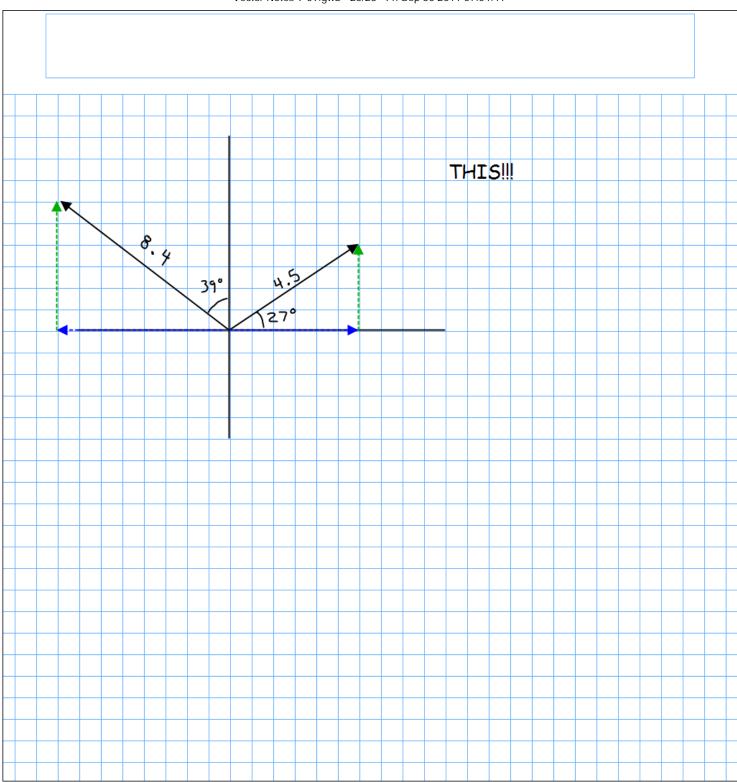


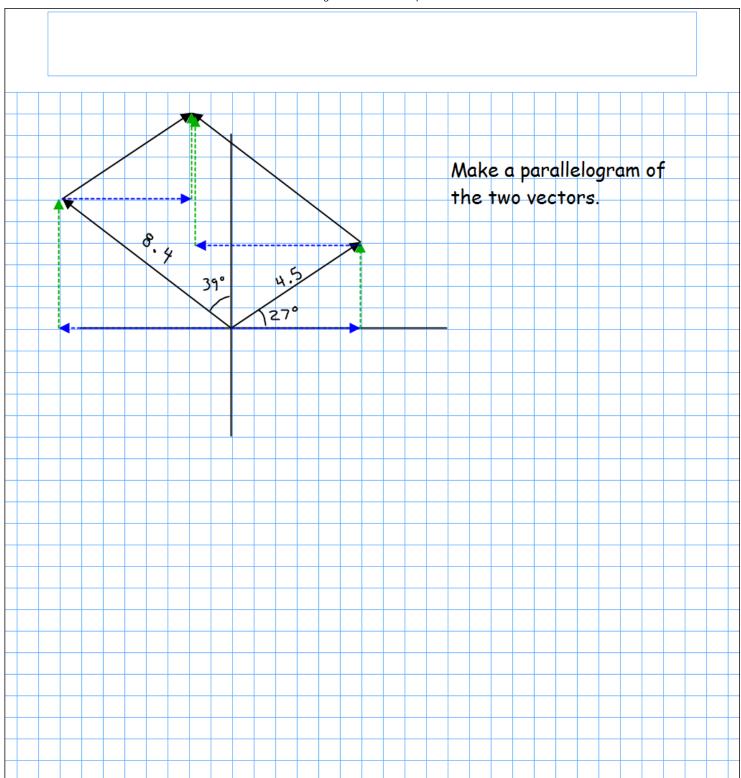


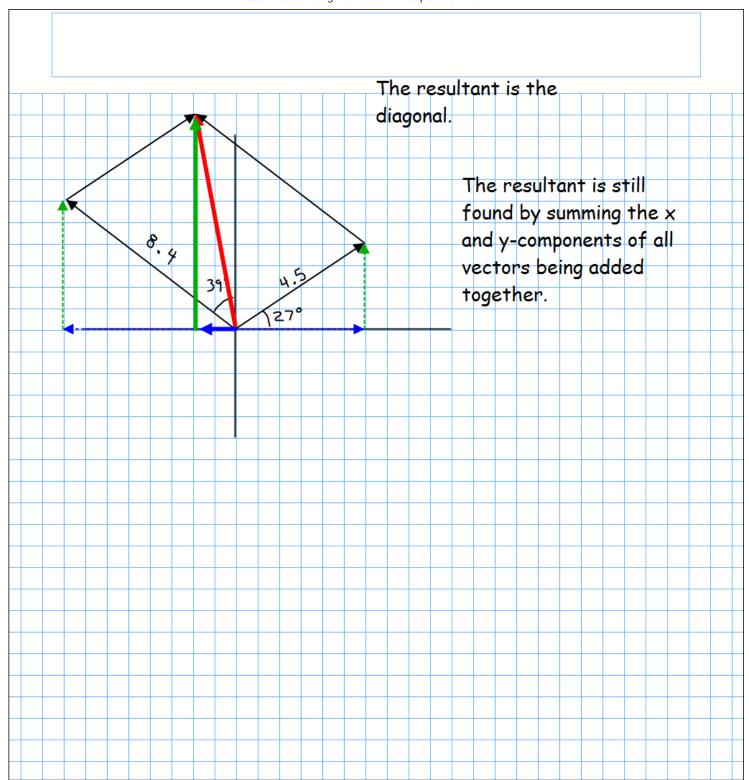
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Since we are just adding components, we can draw all of the vectors we are adding up as starting at the origin.









STEPS FOR ADDING VECTORS TOGETHER:

- 1. Identify the vectors.
- 2. Check units (must be consistent).
- 3. Select a reference frame (origin, directions).
- 4. Resolve all vectors into x and y components.
- 5. Add all x components up (= the x component of your resultant).
- 6. Add all y components up (= the y component of your resultant).
- 7. Plot #5 and #6 on a new set of coordinate axes.
- 8. Evaluate the hypotenuse (the magnitude of the resultant)
- 9. Evaluate the angle (for direction of the resultant vector)