

## Vector Representation

Vectors are represented by arrows.

- Length of the drawn arrow represents the magnitude of the vector.
  - Typically must include a scale to give vector meaning, i.e. the length of the arrow represents some other physical quantity
- The direction of the arrow represents the direction of the vector.
  - Several ways to represent direction, all ways are equal

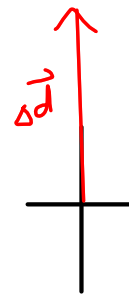
Ex.  $F_A = 30 \text{ N [E]}$  scale  $1.0 \text{ cm} = 10 \text{ N}$

$30 \text{ N} \times \frac{1.0 \text{ cm}}{10 \text{ N}} = 3.0 \text{ cm}$

Ex.  $\Delta d = 45 \text{ km [N]}$

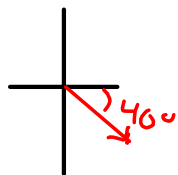
scale  $\underline{1.0} \text{ cm} = \underline{10} \text{ km}$

$45 \text{ km} \times \frac{1.0 \text{ cm}}{10 \text{ km}} = 4.5 \text{ cm}$



Ex.  $\vec{a} = 7.2 \text{ m/s}^2 \text{ [E } 40^\circ \text{ S]}$  start rotate 40° towards South

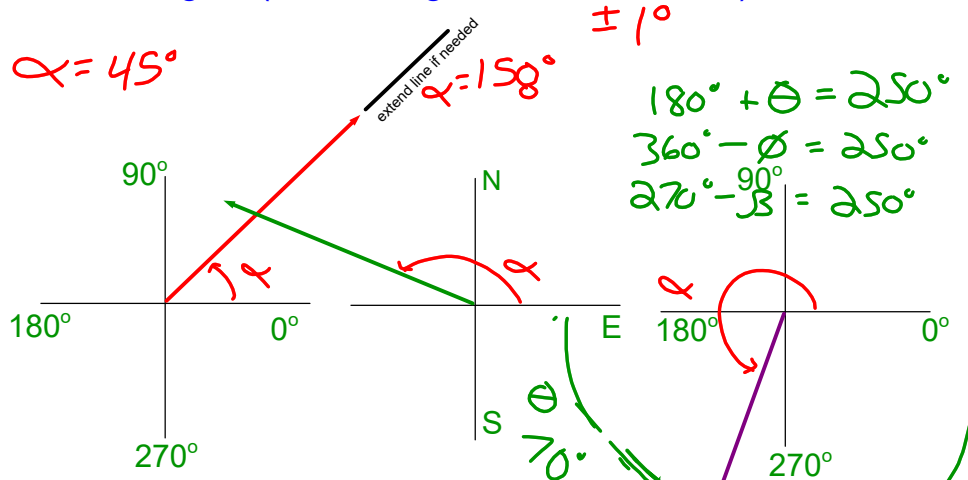
scale  $\underline{1.0} \text{ cm} = \underline{3.6} \text{ m/s}^2$



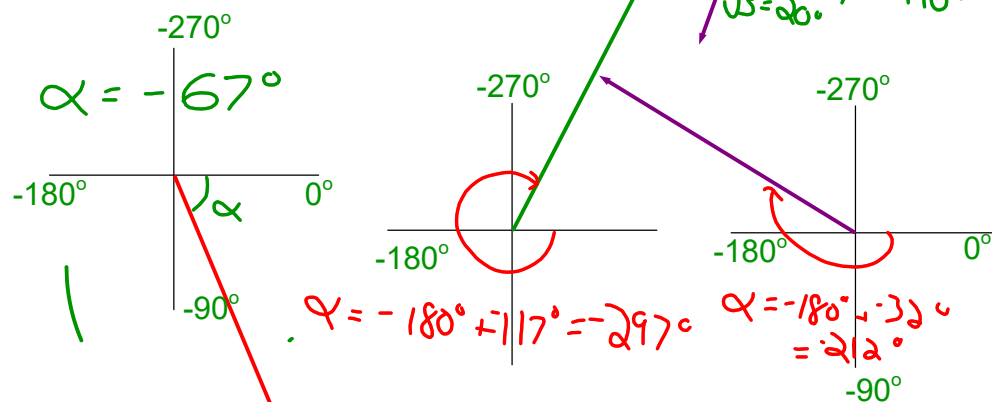
$$7.2 \text{ m/s}^2 \times \frac{1.0 \text{ cm}}{3.6 \text{ m/s}^2} = 2.0 \text{ cm}$$

## Noting directions - 3 Approaches

### 1. Positive angles (measuring counterclockwise)



### 2. Negative angles (measuring clockwise)



### 3. Compass directions (using major axes)

