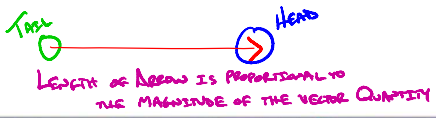


Vectors

What is a vector quantity?

- A quantity that has both magnitude and direction
- Vectors (or arrows) are used to symbolize the quantity's size and direction



LENGTH OF ARROW IS PROPORTIONAL TO THE MAGNITUDE OF THE VECTOR QUANTITY

How Are Vectors Used?

- Vectors are used to represent size and direction graphically.
- Common vector quantities are:
 - DISPLACEMENT
 - VELOCITY
 - ACCELERATION
 - FORCE
 - MOMENTUM

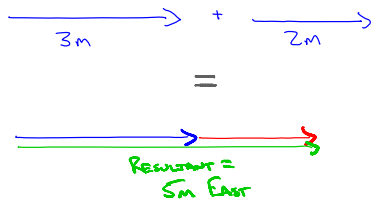
How Are Vectors Added?

- Vectors are added head to tail.
 - Draw the first vector the appropriate length and direction.
 - Draw the second vector starting at the head (point) of the vector it is being added to.

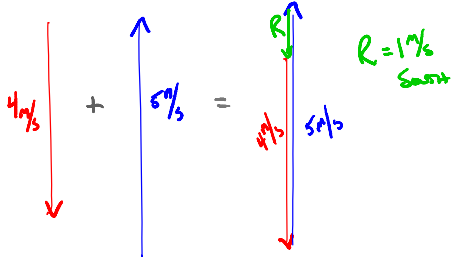
Drawing the resultant

- Draw the vector sum from the tail end of the first vector to the head (point) end of the last vector.

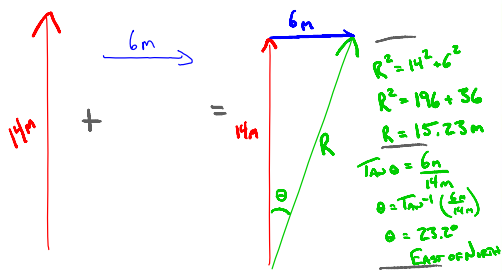
Adding Parallel Vectors



Adding Parallel Vectors

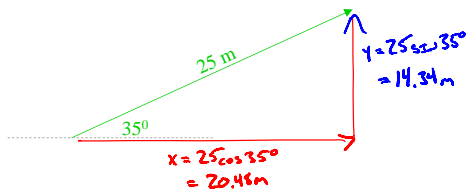


Adding Perpendicular Vectors

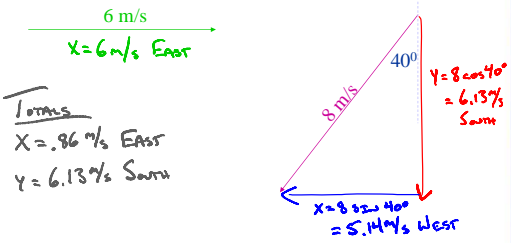


Components

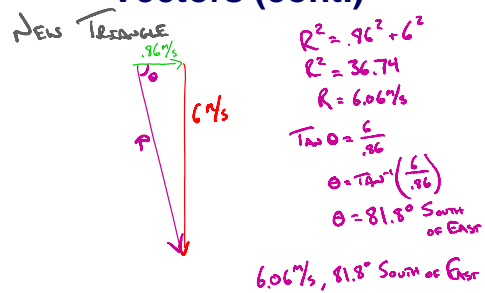
- All vectors can be broken into horizontal and vertical components



Adding Non-Perpendicular Vectors



Adding Non-Perpendicular Vectors (cont.)



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