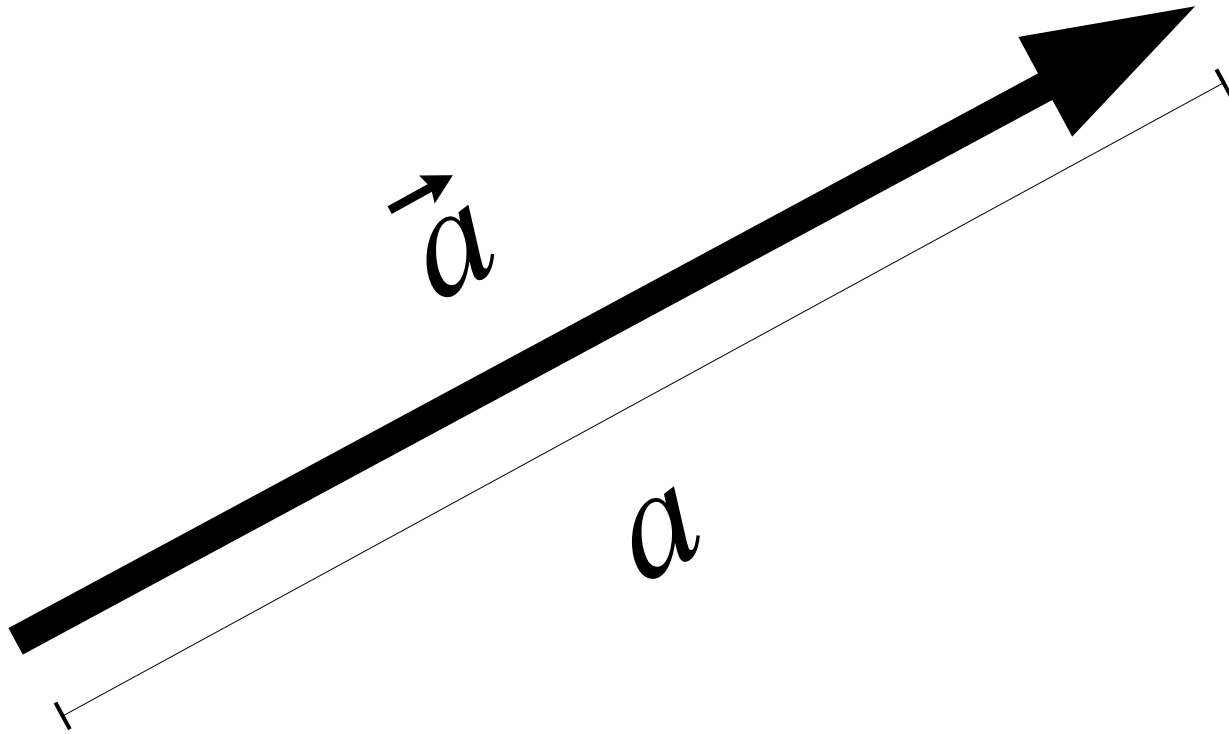


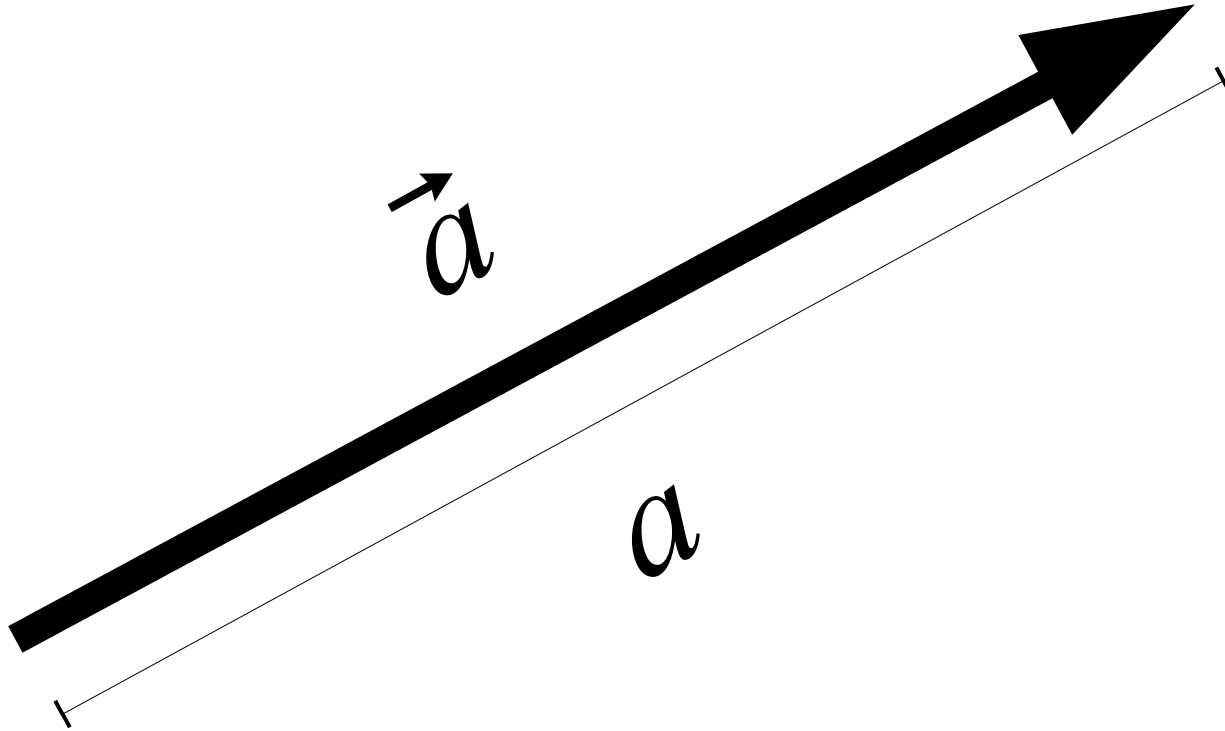
# Vectors



- What is a vector
- Graphical vector addition
- Components (Unit Vector Notation)
- Magnitude and direction
- Analytical vector addition
- Unit vectors

# What is a vector?

**Vector:** A quantity with magnitude and direction



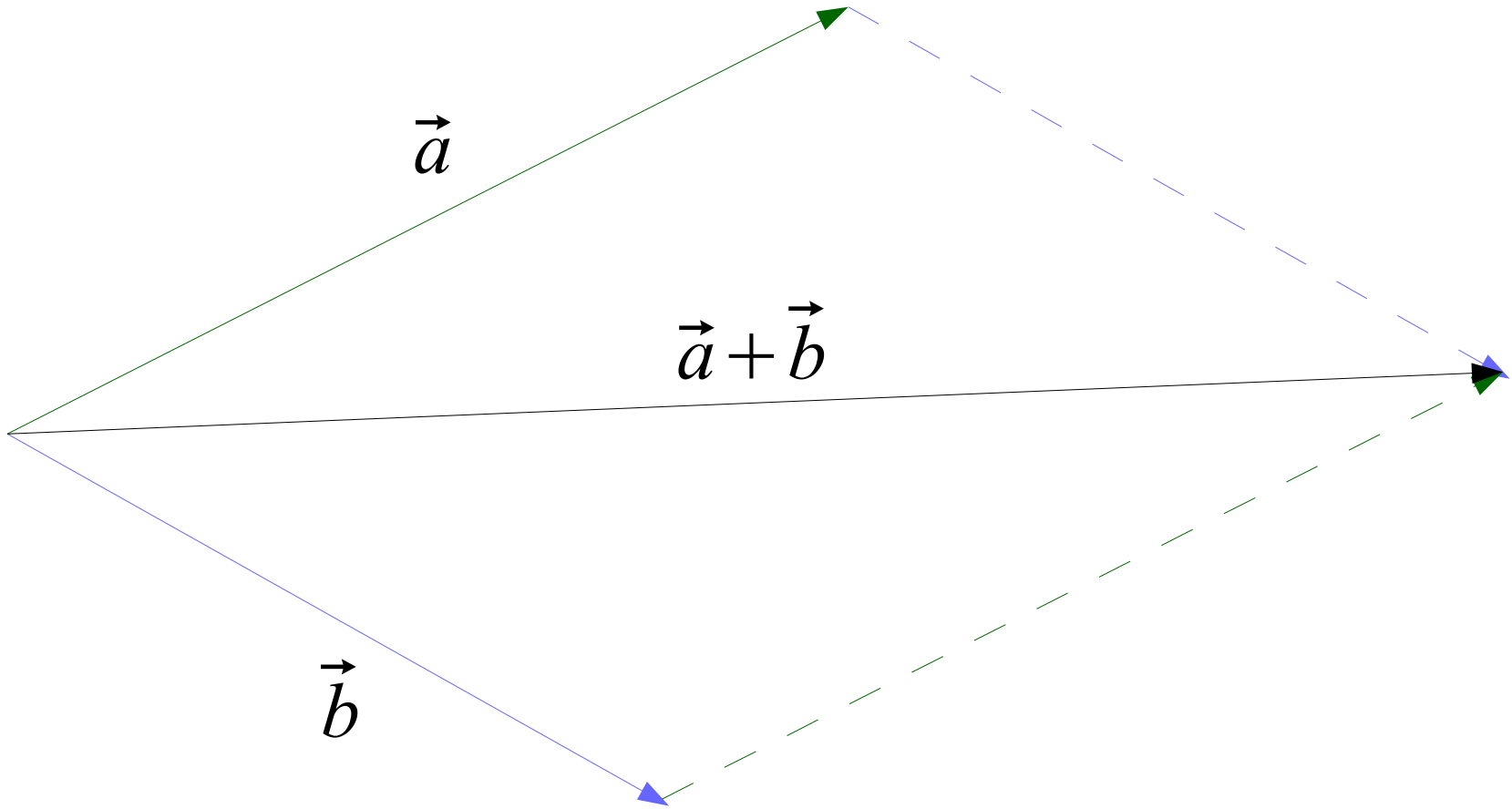
# What is a vector?

**Vector:** A quantity with magnitude and direction

**Scalar:** A quantity with magnitude only

Examples:

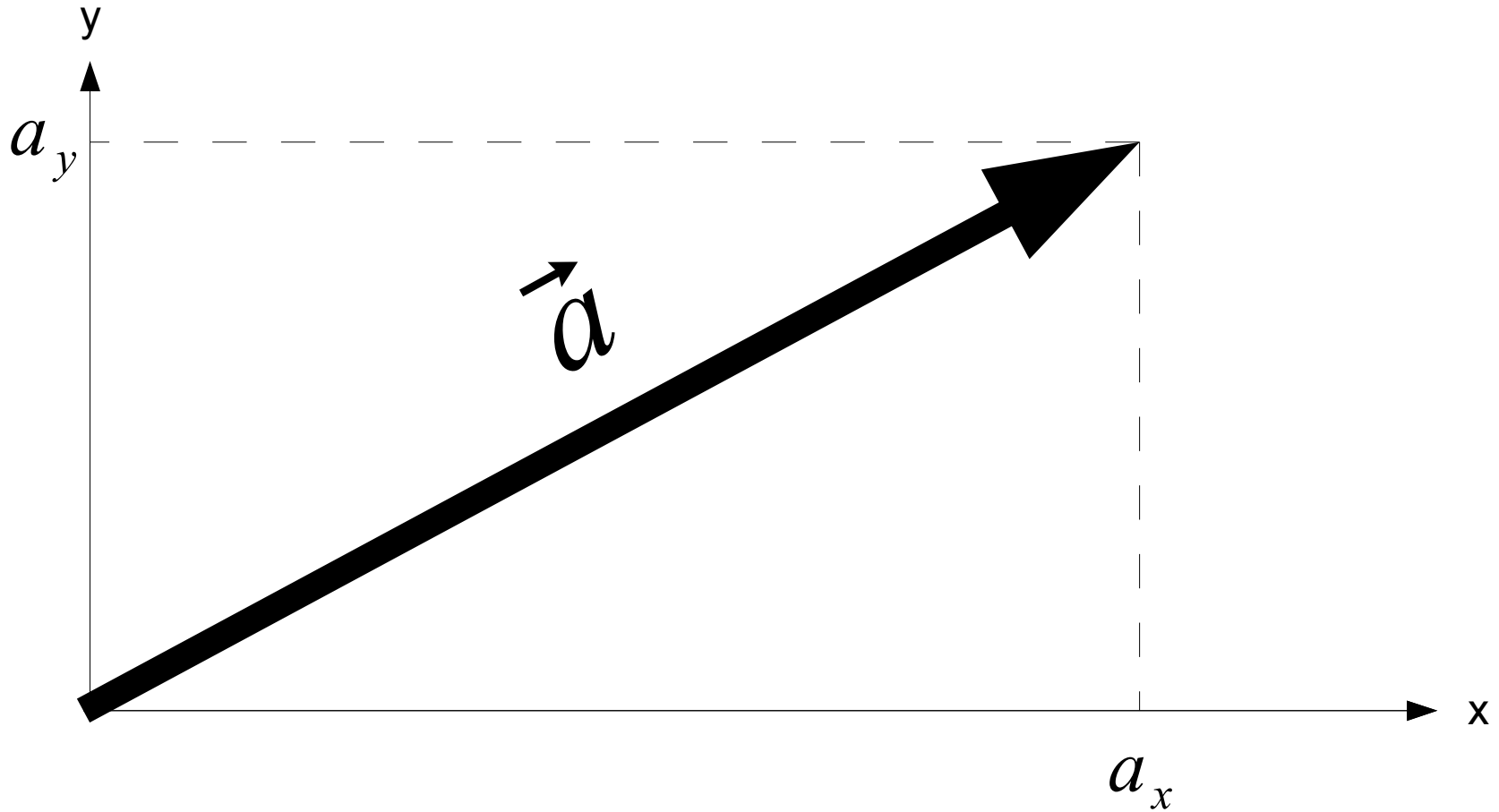
	Scalar	Vector
Temperature	x	
Acceleration		x
Force		
Velocity		
Speed		
Mass		
Weight		



# Components (Unit Vector Notation)

Vector in components (Unit Vector Notation):  $\vec{a} = (a_x, a_y)$

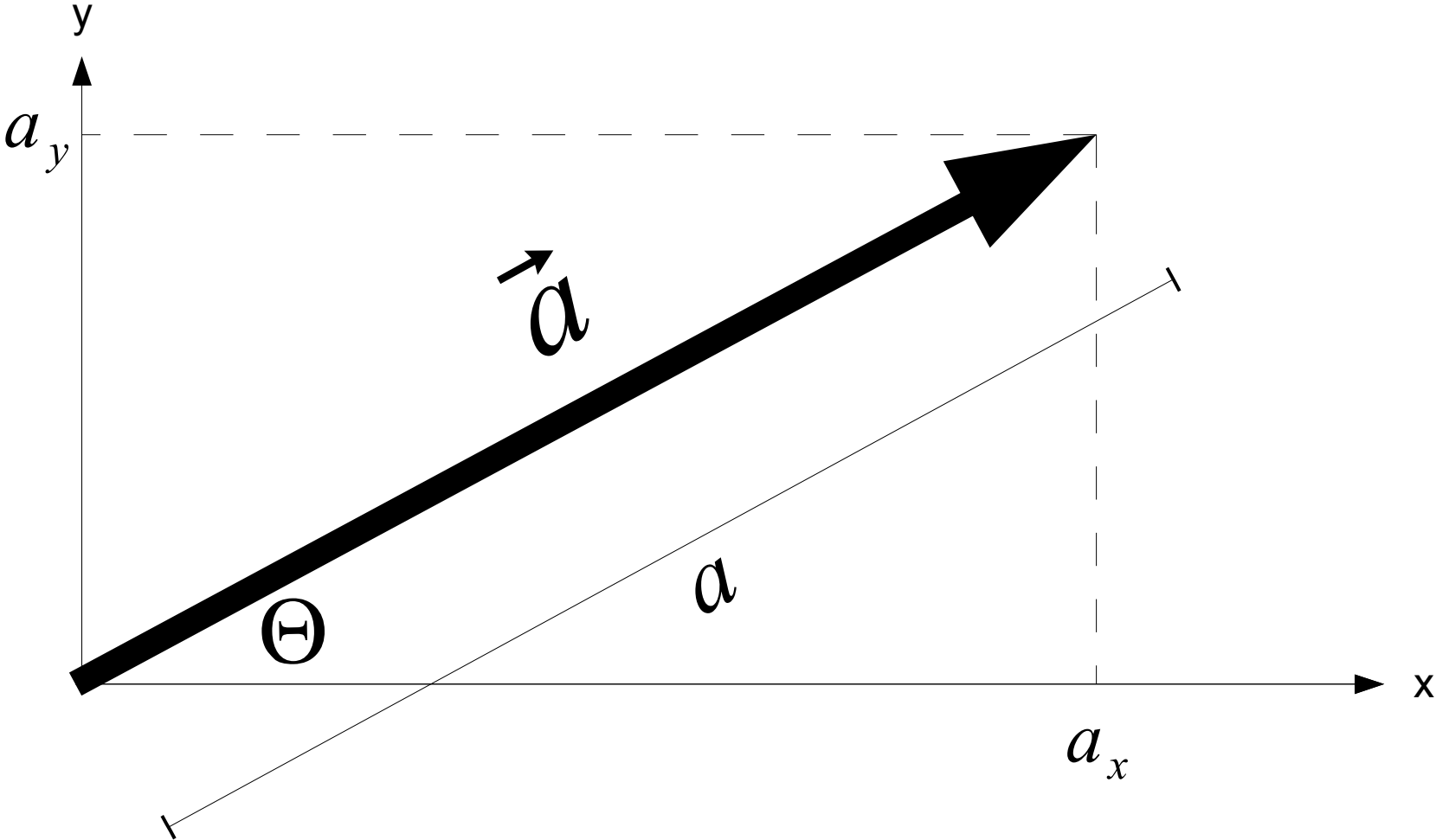
$$\vec{a} = a_x \hat{i} + a_y \hat{j}$$



# Magnitude and Direction

Vector in magnitude and direction:

$$\vec{a} = a @ \Theta \text{ CCW of } +x$$



$$\vec{a} = a @ \Theta \text{ CCW of } +x$$

$$a_x = a \cdot \cos(\Theta)$$

$$a_y = a \cdot \sin(\Theta)$$

$$a = \sqrt{a_x^2 + a_y^2}$$

$$\Theta = \text{atan}\left(\frac{a_y}{a_x}\right)$$

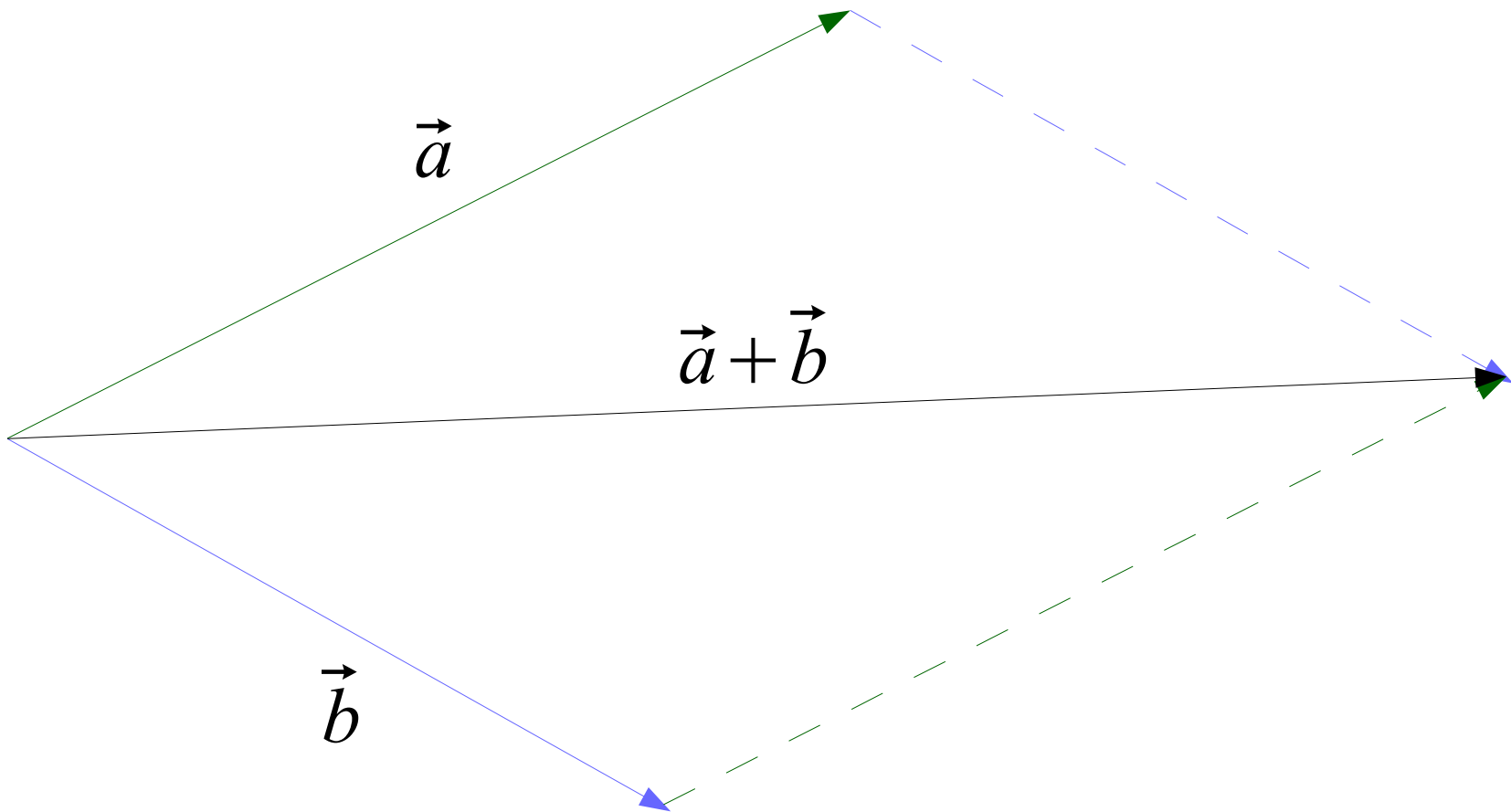
$$\vec{a} = (a_x, a_y)$$

\* **Warning:** The given trigonometric functions are for angles CCW of +x, if your angles are measured differently, you will need different trigonometric functions (or you have to convert first) !



## Analytical vector addition – Adding the components

$$\vec{a} + \vec{b} = (a_x + b_x, a_y + b_y)$$



# Unit vectors

**Unit vector:** A vector of length 1 in a given direction

Creating an unit vector  $\hat{a}$  from a given vector  $\vec{a}$

$$\hat{a} = \frac{\vec{a}}{|\vec{a}|}$$

# Additional Resources

## Online Textbook

- Vector Addition and Subtraction: Graphical Methods, OpenStax „College Physics“  
<http://cnx.org/contents/Ax2o07UI@9.93:S9i77L2i@7/Vector-Addition-and-Subtractio>
- Vector Addition and Subtraction: Analytical Methods, OpenStax „College Physics“  
[http://cnx.org/contents/Ax2o07UI@9.93:uXOb\\_dyd@11/Vector-Addition-and-Subtractio](http://cnx.org/contents/Ax2o07UI@9.93:uXOb_dyd@11/Vector-Addition-and-Subtractio)

## Videos

- Adding Vectors Graphically : Head to Tail Method  
<https://www.youtube.com/watch?v=OrryaQqcvk8>
- Find the direction and the components of a vector  
<https://www.youtube.com/watch?v=v2Cd4C7JXPY>
- Drawing Vectors  
<https://www.youtube.com/watch?v=pDPOcpsdOXs>