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Vector Basics Answer

Key 2009 This is a

vector: A vector has

magnitude (size) and

direction: The length of

the line shows its Page

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Key 2009 magnitude

and the arrowhead

points in the direction.

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Stephen Murray Vector
Basics 1. I walk 35 m at
 32° . How far east and
north do I go? 2. A
plane flies 980 miles at
 76° . How far east and
north did it fly? 3. A
porcupine waddles 13
meters at a direction of
 16° . How far east and

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Answered by cstephenmurray
north did it walk? 4. A
boat moves 812 km at
230°.

“More Problems Than You Can Shake a ... -

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m**

vector = 6 m/s 30°
x - component = $6\text{m/s}(\cos 30^\circ) = 5.2\text{ m/s}$
y - component = $6\text{m/s}(\sin 30^\circ) = 3\text{ m/s}$
If the vector was a plane,
think of the x-
component as a race

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car trying to stay
beneath the plane on
the ground. The y-
component could be
how fast the plane
gains altitude. start
final Resultant Total
displacement Vector 1
Displacement 1

Caution! - Marcus Gollahon

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you require to acquire
those all needs bearing
in mind having
significantly cash? Why
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This is a 6 part
worksheet that
includes several model

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problems plus an
answer key. Part I

Model Problems; Part II

Vector Basics; Part III

Addition of Vectors;

Part IV Find the

Magnitude of the

Resultant Vector When

Two Forces are Applied

to an Object; Part V

Find the Angle

Measurements

Between the Resultant

Vector and Force

Vector When Two

Forces are Applied to

an Object

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**Vector Worksheet
(pdf) with key.
Focuses on resultant**

...

Don't forget to answer the question. ... And then the students learned that there really was no such thing as a "bad" vector and everyone lived happily ever after. The End. practice problem 2. Three forces act on a point: 3 N at 0° , 4 N at 90° , and 5 N at 217° .

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What is the net force?
Answers

Vector Resolution and Components - Practice - The Physics ...

This topic covers: -
Vector magnitude -
Vector scaling - Unit
vectors - Adding &
subtracting vectors -
Magnitude & direction
form - Vector
applications

**Vectors | Algebra
(all content) | Math |**

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The vector a is broken up into the two vectors a_x and a_y (We see later how to do this.)

Adding Vectors. We can then add vectors by adding the x parts and adding the y parts: The vector $(8, 13)$ and the vector $(26, 7)$ add up to the vector $(34, 20)$

Vectors - MATH

displacement along the y -axis. The resultant

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vector \vec{v} has components in both the x and y directions. Thus, if v_x and v_y are the x and y components of \vec{v} , then $\vec{v} = v_x \hat{x} + v_y \hat{y}$. $v_x \hat{x}$ and $v_y \hat{y}$ are called component vectors. The x-component vector is the projection of \vec{v} along the x-axis, and the y-component vector is the projection of \vec{v} along the y-axis.

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Multiplying vectors:
multiply the size of the
vector. Opposite of V 1

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Twice the size of V_1
Adding Graphically
Components $y -$
component = 20 m
Components can be
negative or zero. 50o 7
5 m-x component +y
component 90 +y
component 130 o No x
comp. 100%

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