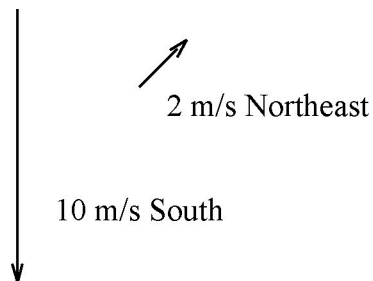


VECTORS

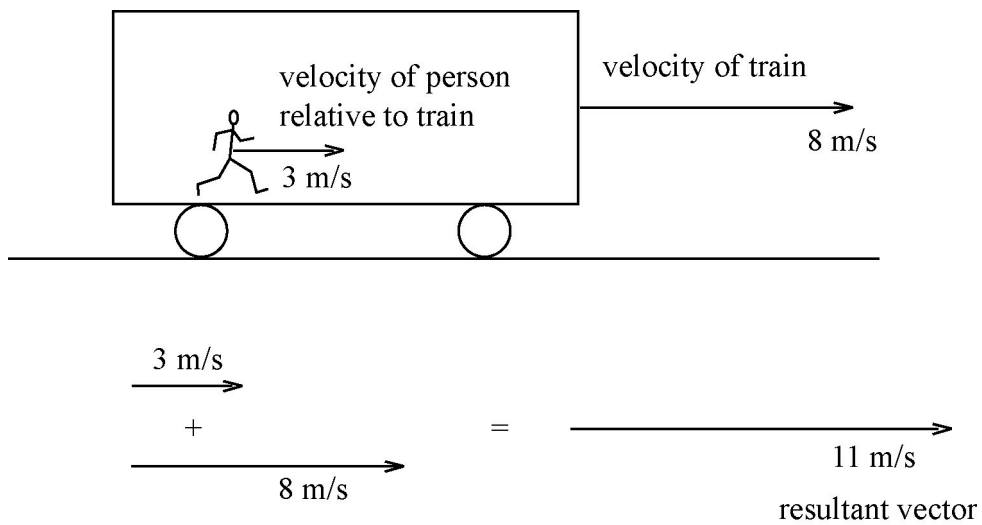
Vectors: consist of a number and a direction

Scalars: consist only of a number

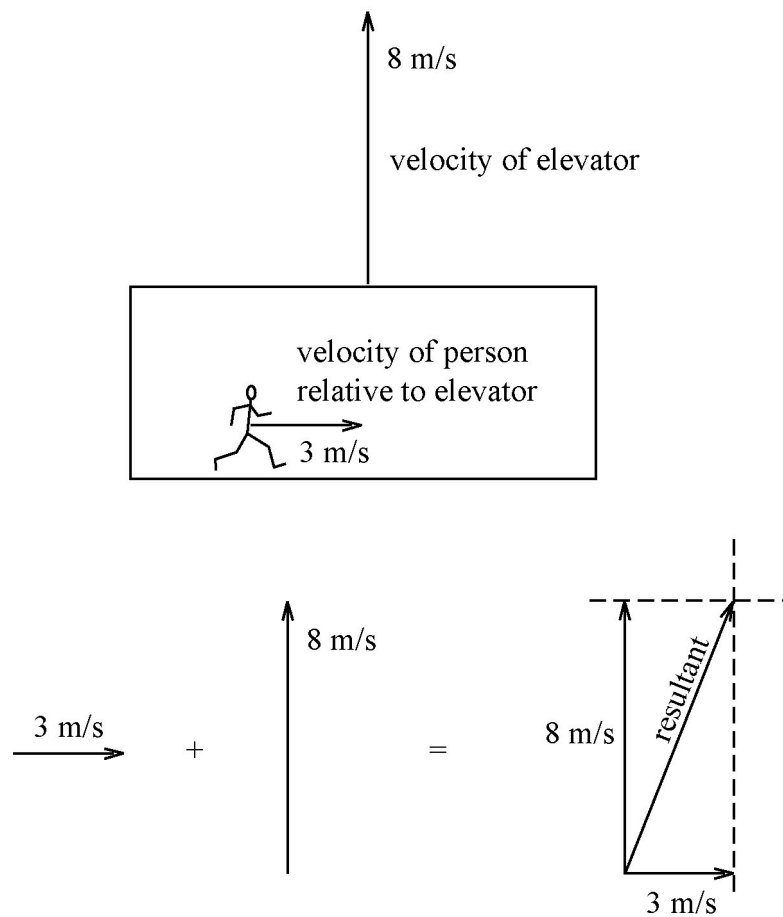


Addition of vectors

When vectors point in the same direction:



When vectors point in different directions, use parallelogram rule:



In this example, the size of the resultant velocity is $\sqrt{3^2 + 8^2} = 8.5$ m/s

Breaking a vector down into components:

