

# Chapter 3 - Vectors

I. Definition

II. Arithmetic operations involving vectors

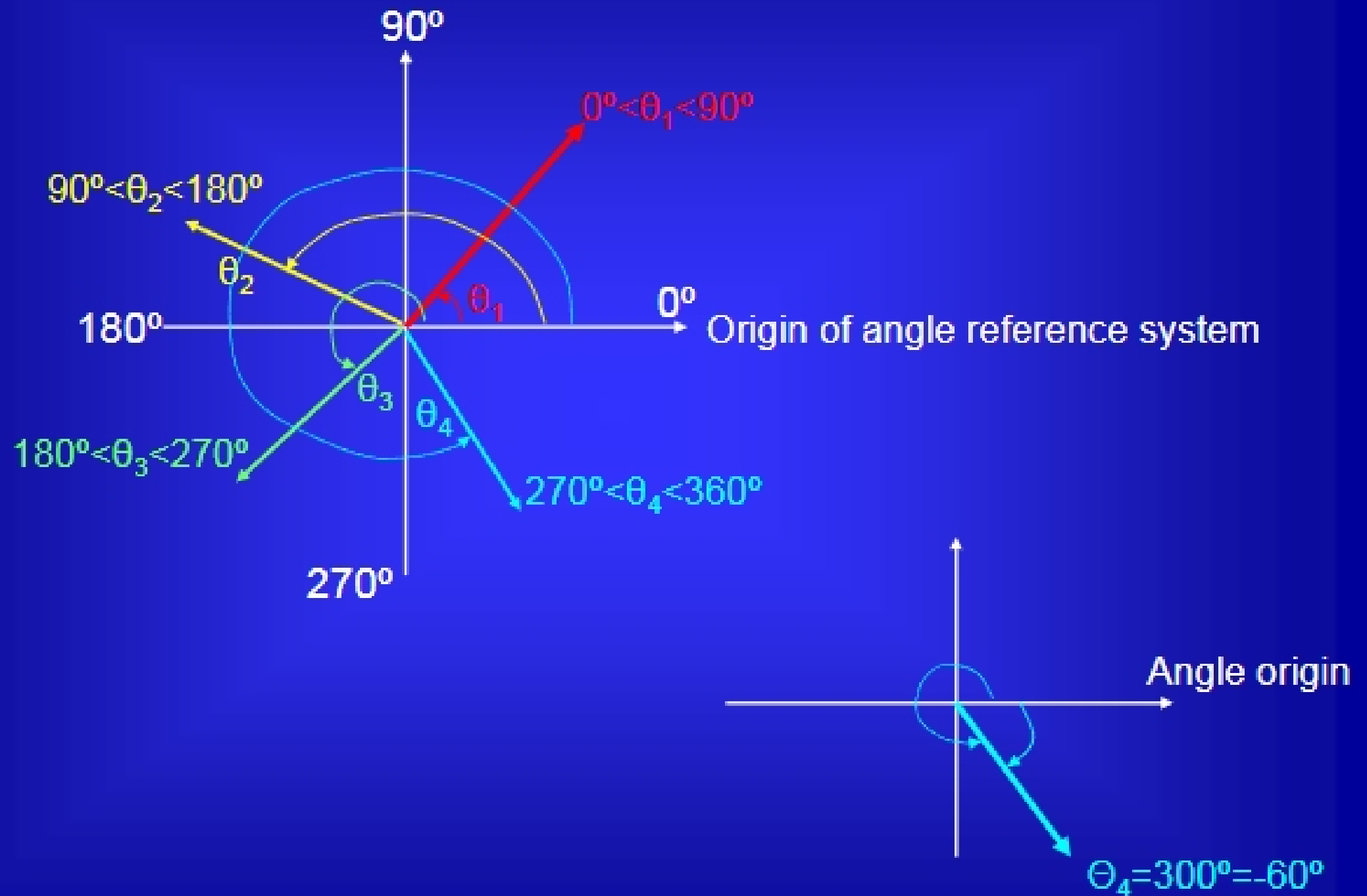
A) Addition and subtraction

- Graphical method

- Analytical method  $\rightarrow$  Vector components

B) Multiplication

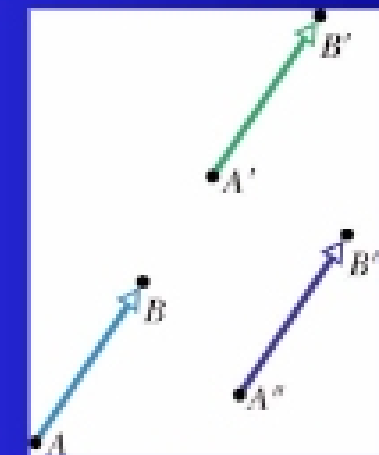
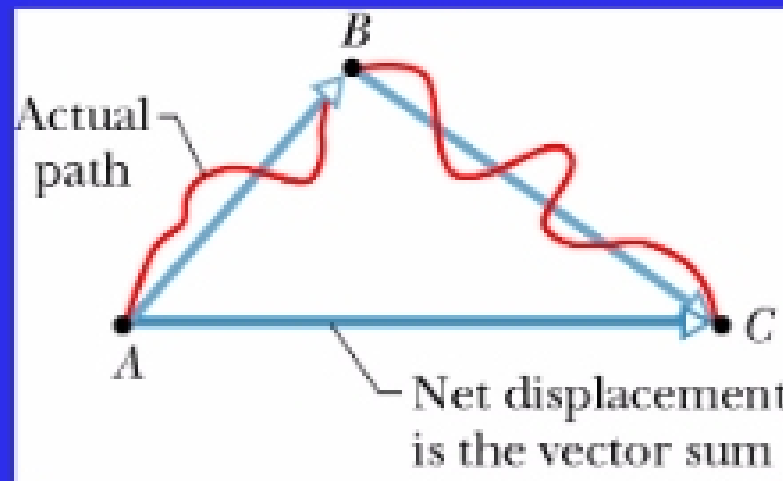
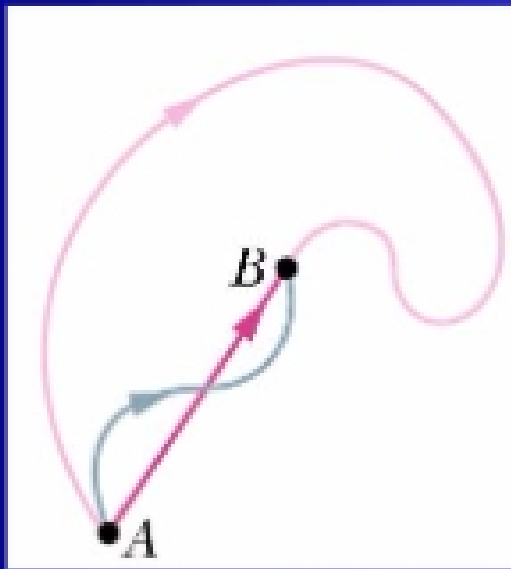
## Review of angle reference system



# I. Definition

**Vector quantity:** quantity with a magnitude and a direction. It can be represented by a vector.

Examples: displacement, velocity, acceleration.



Same displacement

Displacement → does not describe the object's path.

**Scalar quantity:** quantity with magnitude, no direction.

Examples: temperature, pressure