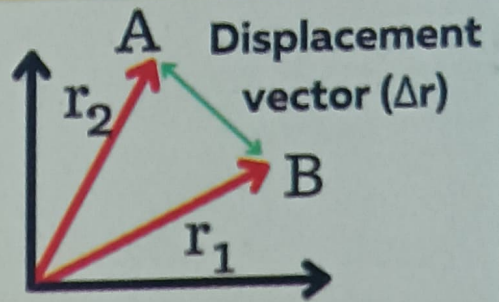


# Vectors

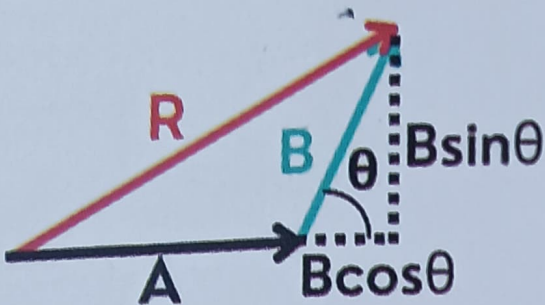
## Displacement Vector

The vector which tells how much and in which direction an object has changed its position in a given interval of time is called displacement vector



## Addition of Vectors

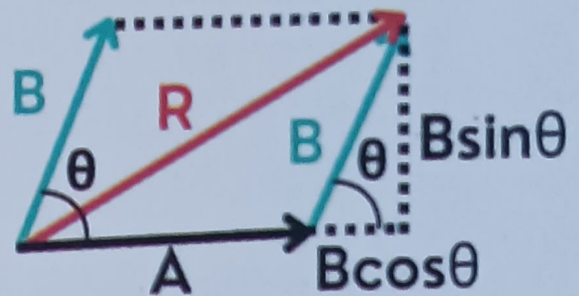
### Triangle Law of Vectors Addition



$$R = \sqrt{A^2 + B^2 + 2AB \cos \theta}$$

$$\tan \beta = \frac{B \sin \theta}{A + B \cos \theta}$$

### Parallelogram Law of Vectors Addition



$$R = \sqrt{A^2 + B^2 + 2AB \cos \theta}$$

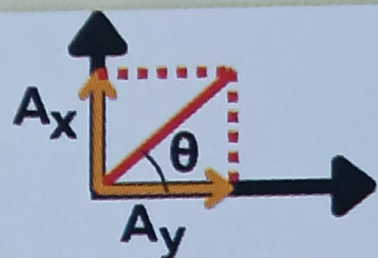
$$\tan \beta = \frac{B \sin \theta}{A + B \cos \theta}$$

### Subtraction of Vector

$$R = \sqrt{A^2 + B^2 - 2AB \cos \theta}$$

### Resolution of a Vector into Rectangular Components

Horizontal component,  $A_x = A \cos \theta$   
 Vertical component,  $A_y = A \sin \theta$



### Scalar or Dot Product of Two Vectors

$$A \cdot B = AB \cos \theta$$

### Vector or Cross Product of Two Vectors

$$A \times B = AB \sin \theta \quad (5)$$