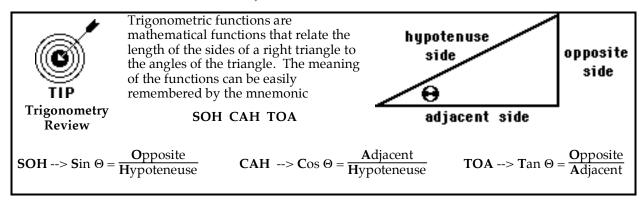
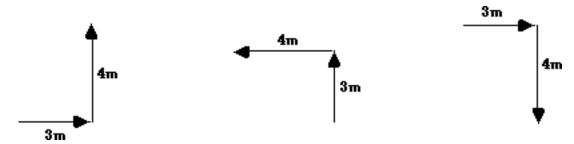
## **Vector Addition by Components**

Read from Lesson 1 of the Vectors and Motion in Two-Dimensions chapter at The Physics Classroom: http://www.physicsclassroom.com/Class/vectors/u3l1eb.cfm

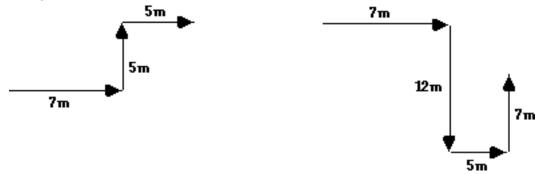
**MOP Connection:** Vectors and Projectiles: sublevels 3 and 4



1. For the following vector addition diagrams, use Pythagorean Theorem to determine the magnitude of the resultant. Use SOH CAH TOA to determine the direction. **PSAYW** 

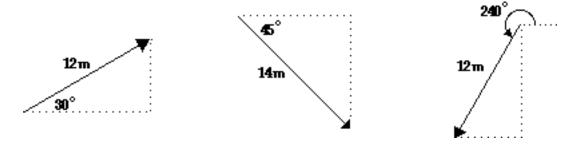


2. Use the Pythagorean Theorem and SOH CAH TOA to determine the magnitude and direction of the following resultants.



## **Vectors and Projectiles**

3. A component is the effect of a vector in a given x- or y- direction. A component can be thought of as the projection of a vector onto the nearest x- or y-axis. SOH CAH TOA allows a student to determine a component from the magnitude and direction of a vector. Determine the components of the following vectors.



4. Consider the following vector diagrams for the displacement of a hiker. For any *angled* vector, use SOH CAH TOA to determine the components. Then sketch the resultant and determine the magnitude and direction of the resultant.

