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## 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/u311eb.cfm

MOP Connection: $\quad$ Vectors and Projectiles: sublevels 3 and 4

| Trigonometric functions are |
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| mathematical functions that relate the |
| length of the sides of a right triangle to |
| the angles of the triangle. The meaning |
| of the functions can be easily |
| remembered by the mnemonic |
| Trigonometry |
| Review |

SOH CAH TOA

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.

