Resolving Vectors by Components

# Vectors by components

- In the X Y coordinate plane you may describe a vector in terms of (x, y).
- Place the "start" or the tail of the vector on the origin (0, 0).
- The "finish" or the head of the vector will extend out into the X – Y coordinate plane with coordinates (x, y).

#### Resolution of Vectors by components

- For each vector being resolved determine the (x, y) for the head of the vector.
- 2. To find the X of the Resultant add the Xs of the vectors; to find the Y of the Resultant add the Ys of the vectors.
- 3. The resultant will start at the origin (0, 0) and will end at (x1 + x2, y1 + y2)
- 4. Use the Pythagorean Theorem to determine the size of the resultant.
- 5. Use Arctan (y/x) to determine the angle.

# Example

- Given V(A) as (1, 0)
- Given V(B) as (0, 1)
- V(A + B) = (1 + 0, 0 + 1) = (1, 1)
- Size:  $1^2 + 1^1 = c^2$  c = sq root of 2
- Angle: arctan 1/1 = 45 degrees

## Example

- Given V(A) as (2, 3)
- Given V(B) as (1, 5)
- V(A + B) = (2 + 1, 3 + 5) = (3, 8)
- Size:  $3^2 + 8^2 = c^2$  c = sq root of 73 = 8.5
- Angle: arctan (8/3) = 69.4 degrees

# **Group Activity**

- Given Vectors V(A) and V(B) as components.
  Determine the resultant V(A + B), its size, and its angle.
- 1. V(A) = (10, 5); V(B) = (5, 10)
- 2. V(A) = (-3, 5); V(B) = (5, 3)
- 3. V(A) = (0, -5); V(B) = (-5, -10)
- 4. V(A) = (7, -3); V(B) = (2, -5)