

Review of Trig Laws to solve for the resultant vector:**SOHCAHTOA**

$$\sin \theta = \frac{\text{Opposite}}{\text{Hypotenuse}} \quad \cos \theta = \frac{\text{adjacent}}{\text{Hypotenuse}} \quad \tan \theta = \frac{\text{Opposite}}{\text{adjacent}}$$

Sine Law

$$\frac{\sin A}{a} = \frac{\sin B}{b} = \frac{\sin C}{c} \quad (\text{capital letters are angles, lower case are sides})$$

Cosine Law

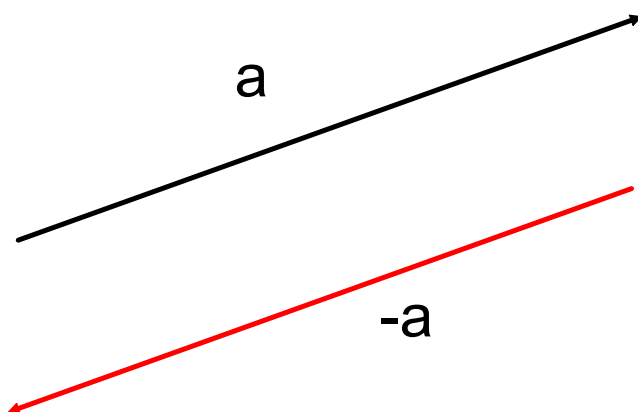
$$z^2 = x^2 + y^2 - 2xy \cdot \cos(Z)$$

Sec. 1.2a - Acceleration in Two Dimensions

Learning Goal:

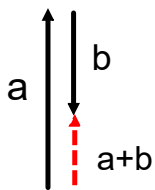
- working with vectors in two space
- choosing the correct model

Vectors and Direction



Resultants

(the vector that goes from the "start" to the "finish" in a straight line)

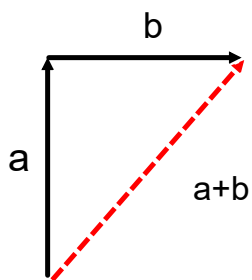


$a=8\text{m [N]}$

$b=5\text{m [S]}$

$a+b=$

Vector	X	Y
D1		
D2		
Total		

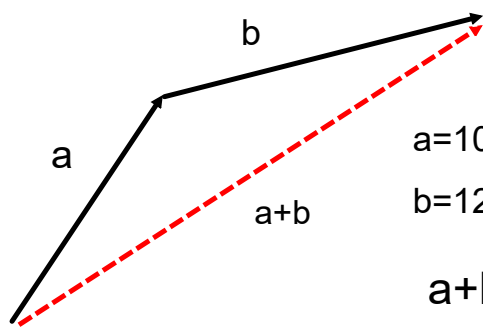


$a=4\text{m [N]}$

$b=3\text{m [E]}$

$a+b=$

Vector	X	Y
D1		
D2		
Total		



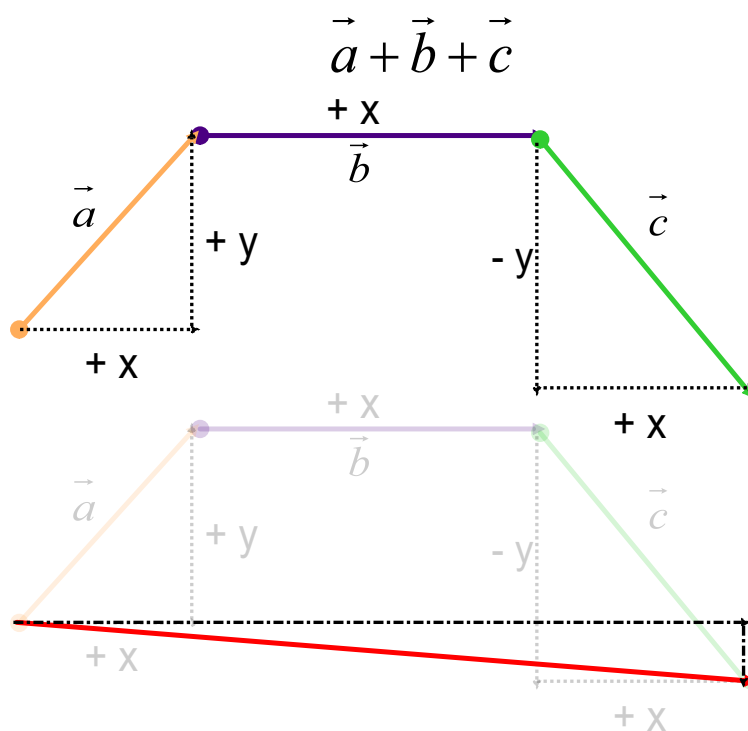
$a=10\text{m [N}30^\circ\text{E]}$

$b=12\text{m [N}70^\circ\text{E]}$

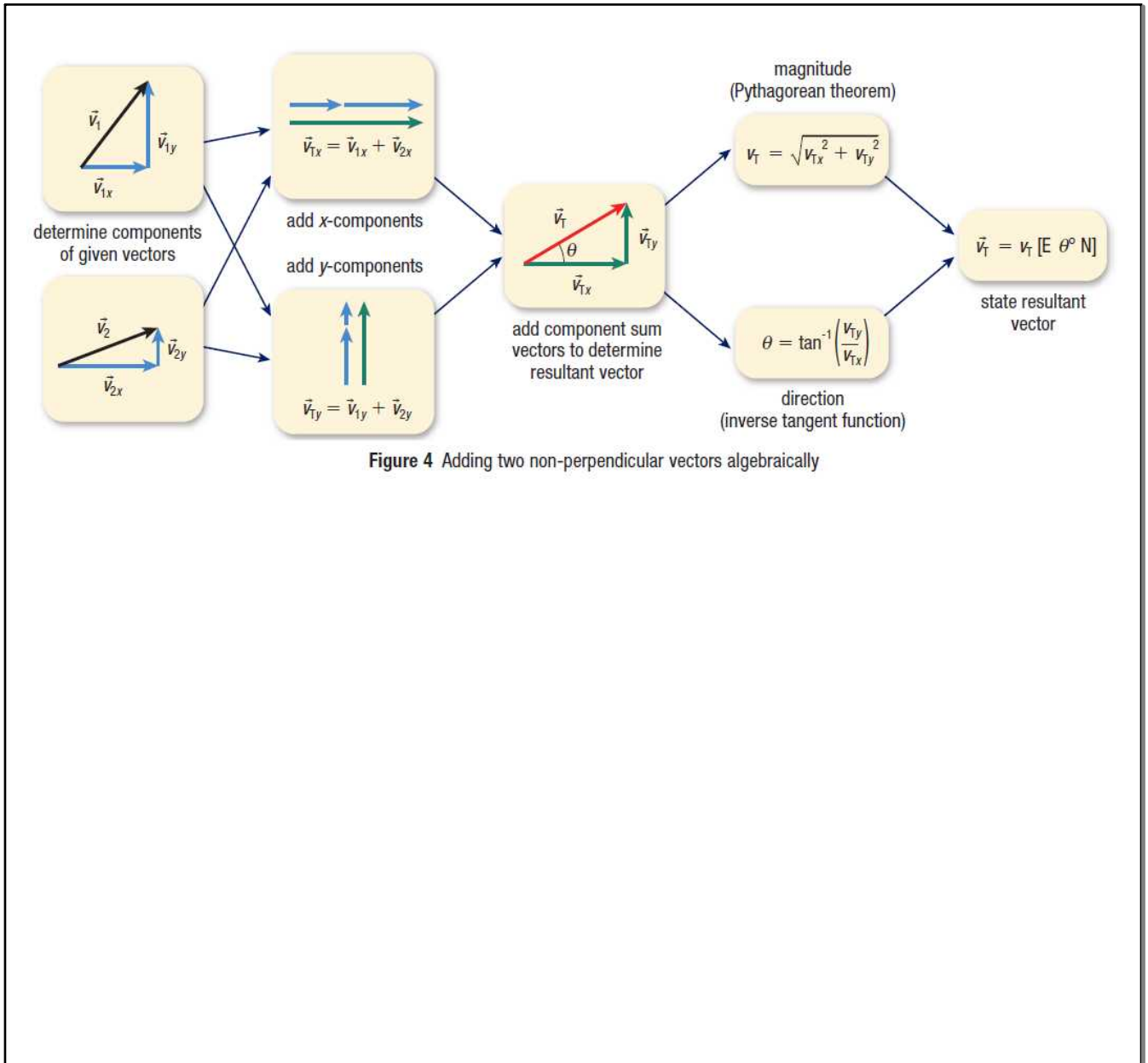
$a+b=$

Vector	X	Y
D1		
D2		
Total		

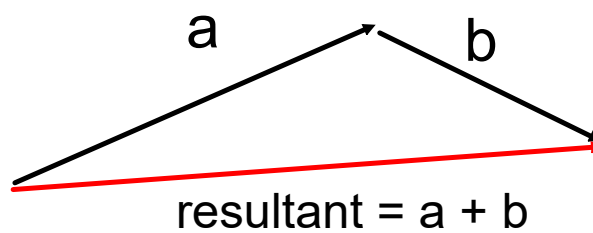
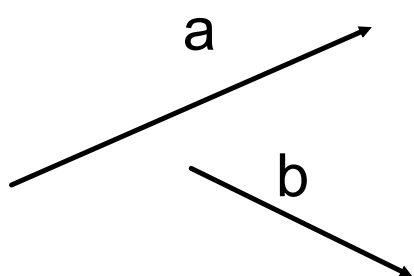
Demo of Adding Three Vectors



Phet Link



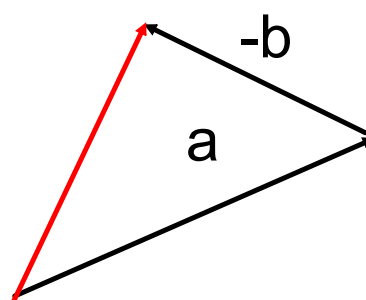
Adding and Subtracting - 2 Dimensions



$$\text{resultant} = a - b$$

or

$$= a + (-b)$$



Subtracting Vectors Practice

Vectors

Add d_1+d_2

Subtract d_1-d_2


$d_1 = 5\text{m [E]}$ 

$d_2 = 5\text{m [E]}$ 

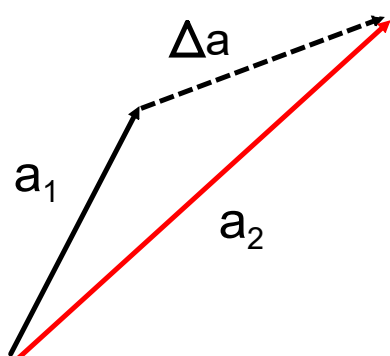
$d_1 = 5\text{m [E]}$ 

$d_2 = 5\text{m [NE]}$ 

$d_1 = 5\text{m [SE]}$ 

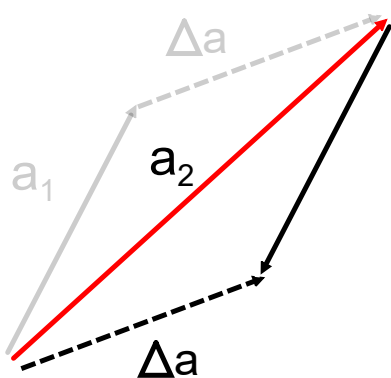
$d_2 = 5\text{m [NE]}$ 

"Differences, Deltas, Change In"



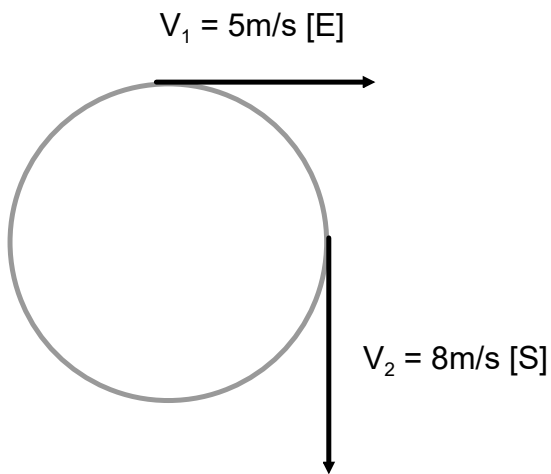
$$a_1 + \Delta a = a_2$$

$$\Delta a = a_2 - a_1$$

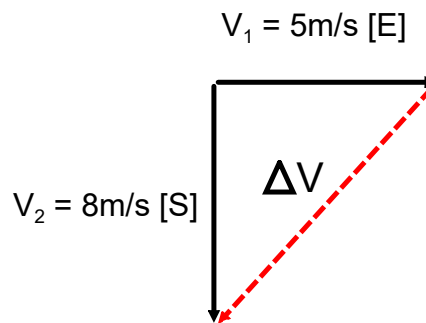
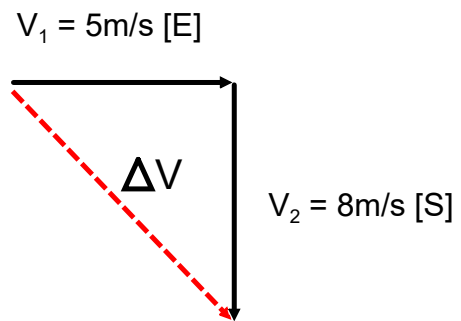


$$\Delta a = a_2 + (-a_1)$$

Challenge - Determine the change in Velocity, ΔV

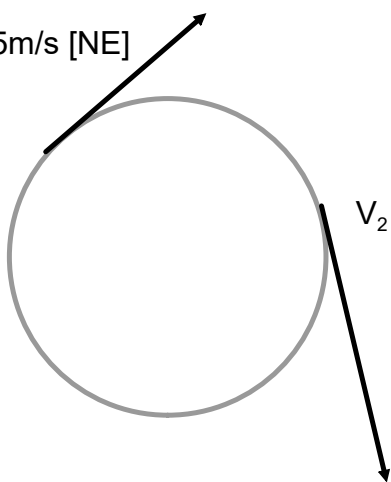


Two options - two different meanings



Challenge - Determine the change in Velocity, ΔV

$V_1 = 5\text{m/s [NE]}$



$V_2 = 8\text{m/s [S10}^\circ\text{E]}$

What is the average acceleration if delta "t" is 0.5 sec?

Acceleration in Two Dimensions

$$a_{\text{ave}} = \frac{\Delta V}{t}$$

X components

$$a_{x \text{ ave}} = \frac{\Delta V_x}{t}$$

Y components

$$a_{y \text{ ave}} = \frac{\Delta V_y}{t}$$

All Vectors (displacement, velocity, acceleration) can also be broken up into their respective components.

Suggested Homework

Read page 28 - 29

page 29 #25, 28, 29

page 30 - 31 #9, 11, 15