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Vectors

Why should we learn about vectors?

Two charges attract/repel

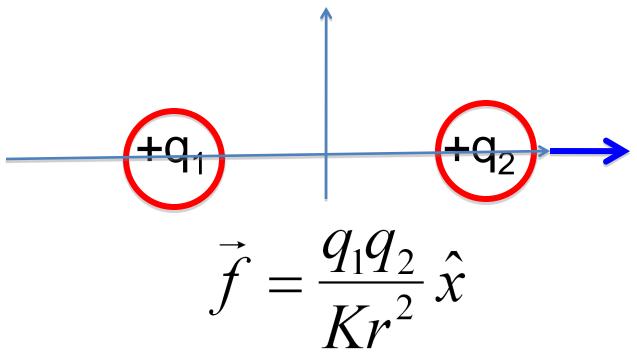
$$f = \frac{q^2}{Kr^2}$$

$$+q$$

$$+q$$

$$+q$$

Force on the second charge



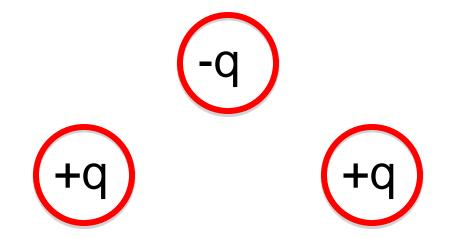
 \hat{x} : unit vector along X axis $|\hat{x}| = 1$

Force on the second charge



$$\vec{f} = -\frac{q_1 q_2}{K r^2} \hat{x}$$

Three charges: total force



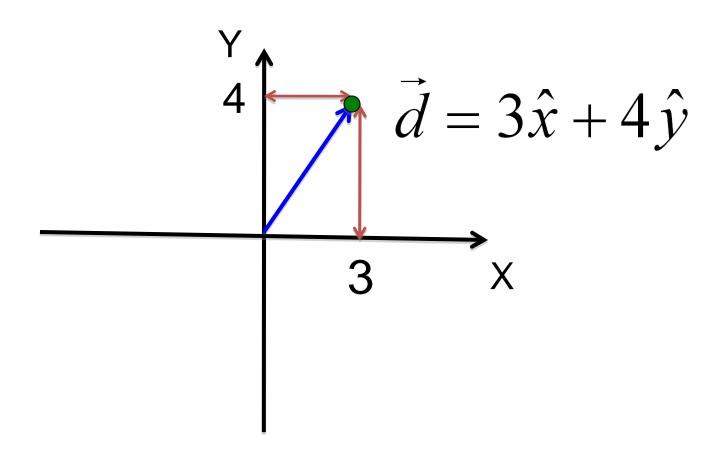
In which direction will the negative charge move?

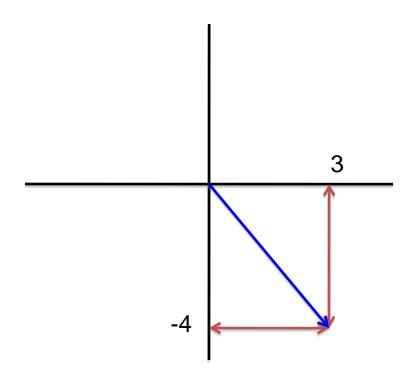
Scalars

Just numbers representing magnitude. e.g. Mass, Energy, Temperature etc.

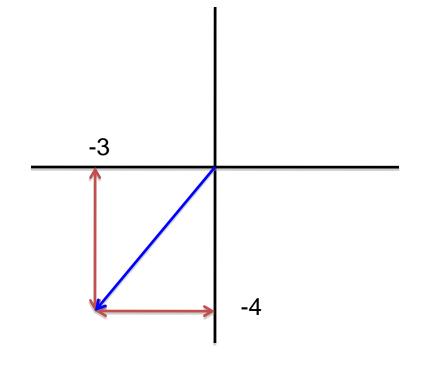
Vectors

Have magnitude and direction. e.g. Displacement, Force, Flow etc.





$$\vec{d} = 3\hat{x} - 4\hat{y}$$



$$\vec{d} = -3\hat{x} - 4\hat{y}$$

In 2D, a vector will be represented by two numbers:

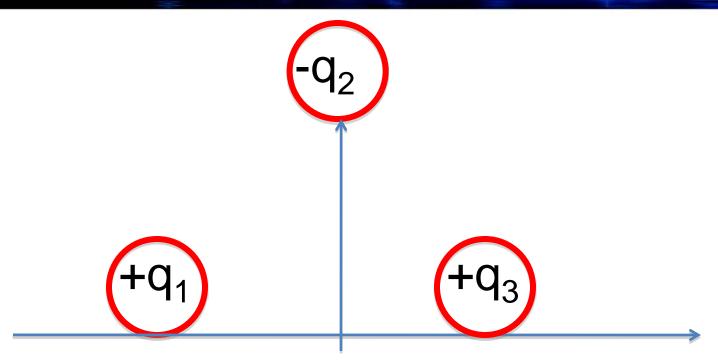
x component and y component

In 3D, a vector will be represented by three numbers:

x component, y component and z component

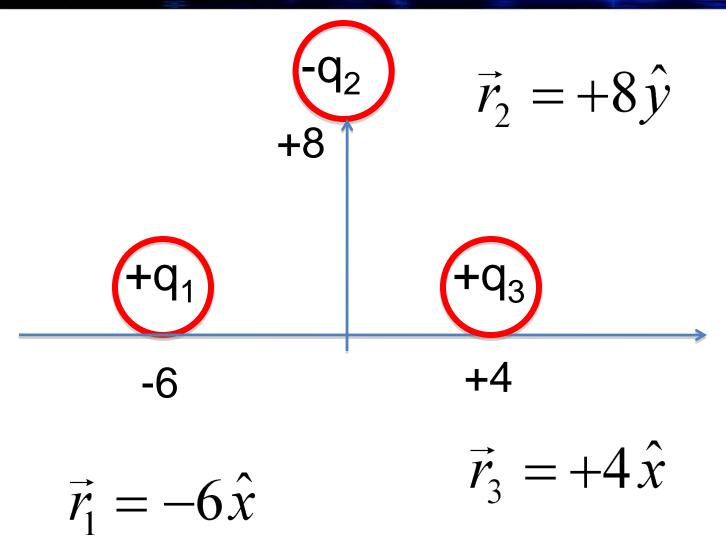
How do I say that I need to apply 3N force to lift a box?

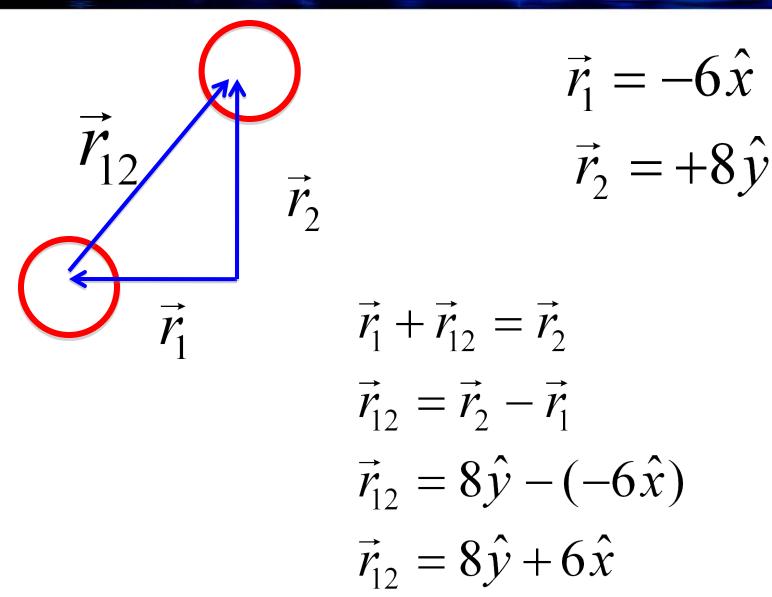
$$\vec{f}=3\hat{z}$$
 To lift the box $\vec{f}=3\hat{z}$ $\vec{f}=3\hat{x}$ To slide the box

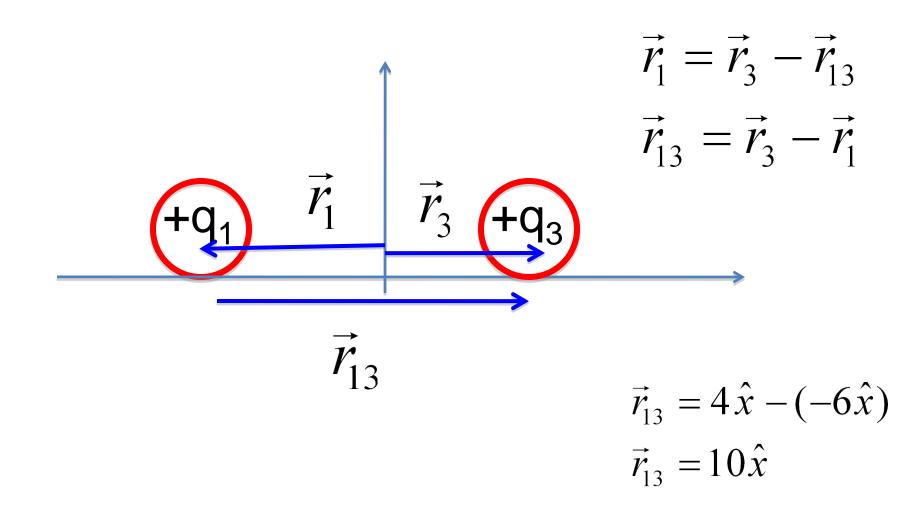


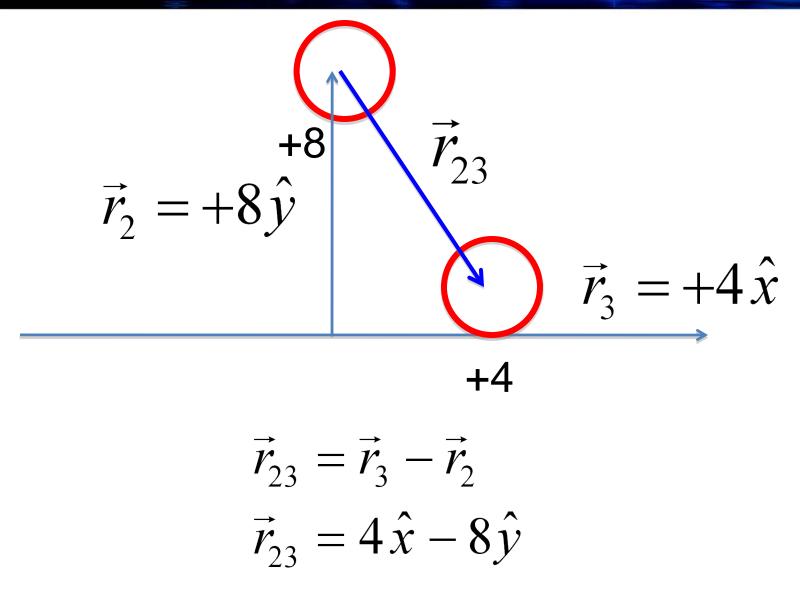
Force on the second charge?

$$\vec{f}_2 = \vec{f}_{21} + \vec{f}_{23}$$





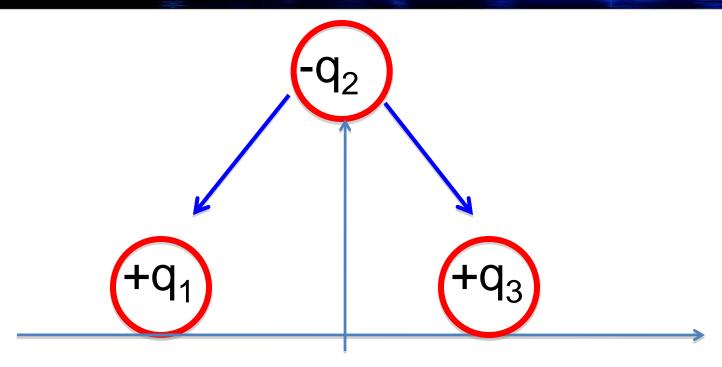




Summary

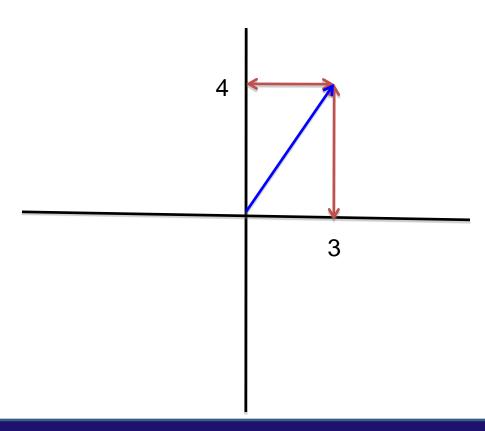
 Many physical quantities that we deal with are vectors

- Vectors have a magnitude and direction
- Vector addition



Force on the second charge due to 1?

We saw that two numbers specify a vector in 2D e.g. position of a particle.



Plane polar co-ordinate

We can represent the same using a distance and an angle.

$$x = r \cos \theta$$

$$y = r \sin \theta$$

