

- VECTOR -

There are three physical quantities in which, we are also familiar with two

- ① scalar
- ② Vector

In spite of these ~~two~~ one other ③ Tensor

1. Scalar  $\rightarrow$  Magnitude and Unit
2. Vector  $\rightarrow$  Magnitude, Unit, Direction and also followed the law of Parallelogram or triangle law of addition
3. Tensor  $\rightarrow$  Magnitude, unit and have more than one direction

Example  $\rightarrow$

Scalar  $\rightarrow$  Time, speed, density, temperature, volume, pressure, work, power, energy, ~~electric~~ current etc.

Vector  $\rightarrow$  displacement, velocity, acceleration, force, linear momentum, torque, impulse, electric field, magnetic field etc.

Tensor  $\rightarrow$  Stress, strain of an arbitrary element of volume of an elastic body, moment of inertia.

Scalars and vectors are special cases of tensors.

Electric current  $\rightarrow$  has magnitude and an apparent direction, but it obeys law of addition of ordinary algebra. So it is scalar quantities.

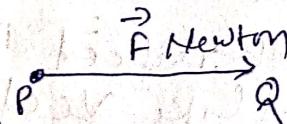
Vector quantities  $\rightarrow$

Vector quantity is denoted by an arrow over its symbol. like force represented as  $\vec{F}$ .

Magnitude of vector  $\vec{F} = |\vec{F}| = F$

We draw a vector as a line segment

with an arrow head such as  $\vec{F} = \overrightarrow{PQ}$



Types of Vector → There are ~~are~~ following types of vectors

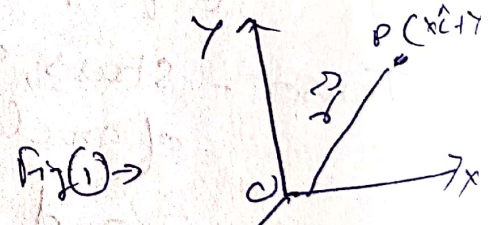
1- Zero Vector → magnitude of vector is zero and the starting point of the vector coincides with the terminal points. Direction of such vector is indeterminate.

2- Unit Vector → A vector which has a magnitude of unit length is called unit vector.

$$\hat{x} = \frac{\vec{x}}{|\vec{x}|}$$

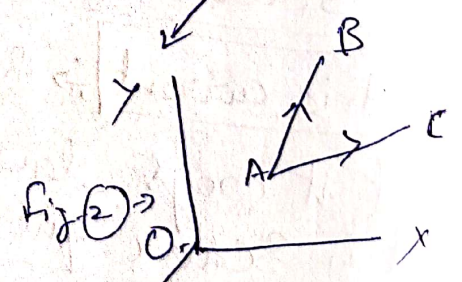
3- Position Vector → If O is taken as reference origin and A is an arbitrary point in space then the vector  $\vec{OA}$  is called position vector of the point. Position vector simply denotes the position or location of a point in the three dimensional Cartesian system with respect to a reference origin.

$$\vec{r} = r_x \hat{i} + r_y \hat{j} + r_z \hat{k}$$



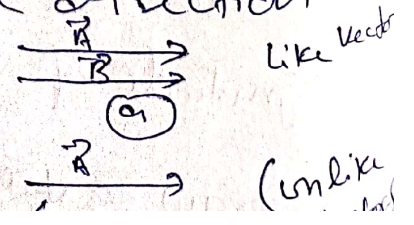
4- Co-initial Vectors →

The vectors which have same starting point are called co-initial vectors (Fig-2). The vector  $\vec{AC}$  and  $\vec{AB}$  are called co-initial vectors.



5- Like and Unlike Vectors →

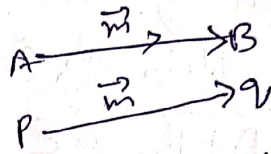
Some direction are known as like vectors. On the other hand vectors having the opposite direction with respect to each other known as unlike vectors.



③  
1) Coplanar Vectors → Three or more vectors lying in the same plane or parallel to the same plane are known as coplanar vectors

2) Co-linear vectors → Vectors which lie along the same line or parallel lines are known as co-linear vectors. They are also parallel vectors

3) Equal vectors → Two or more vectors are said to be equal when their magnitude is equal and also their direction is same →



4) Displacement vector → If a point is displaced from position A to B then displacement AB represent a vector  $\vec{AB}$  which is known as displacement vector

5) Negative of a vector → If two vectors are the same in magnitude but exactly opposite in direction then both the vectors are negative of each other.

Let us consider there are two vectors  $\vec{a}$  and  $\vec{b}$ , these vectors are exactly the same in magnitude but opposite in direction then vectors can be given by

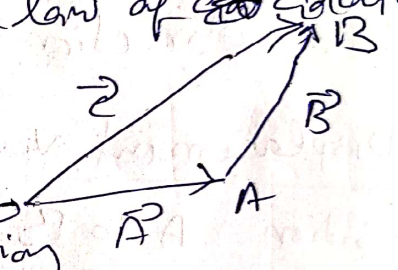
$$\vec{a} = -\vec{b}$$

6) Orthogonal unit vectors →  $\hat{i}, \hat{j}, \hat{k}$  Unit vectors are perpendicular to each other and having magnitude unit.

Law of vector addition → Two vectors can be added only when they have same unit and dimension. Vectors can be added geometrically not algebraically.

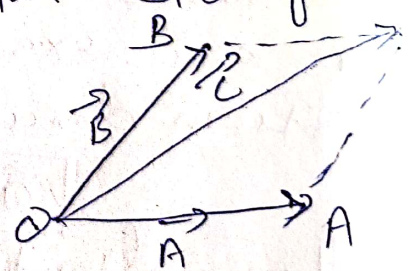
① Triangle Law of vector addition → If two vectors  $\vec{A}$  and  $\vec{B}$  are represented both in magnitude and direction by two sides of triangle taken in an order, then the resultant of these vector ( $\vec{C}$ ) is represented both in magnitude and direction by the third side of triangle taken in reverse order. This is called Triangle law of ~~addition~~ addition.

$$\boxed{\vec{A} + \vec{B} = \vec{C}}$$



② Parallelogram Law of vector addition

If two vectors  $\vec{A}$  and  $\vec{B}$  are represented both in magnitude and direction by the adjacent sides of the parallelogram drawn from a point, the resultant of these vectors ( $\vec{C}$ ) is represented both in magnitude and direction by the diagonal of the parallelogram passing through the point. This is called parallelogram law of vector addition.  $\vec{A} + \vec{B} = \vec{C}$



Addition and Subtraction of Vectors :-

Let  $\vec{A}$  and  $\vec{B}$  are two vectors, for obtaining resultant

