VECTORS-

Physical quantity having both magnitude and direction called vector quantity . And the physical quantity having magnitude only called scaler quantity . E.X.- suppose a man move 10 km , now in that case I am discussing about its distance only i.e. it has magnitude only but there is no any information about its direction hence it is a scaler quantity, if we say man is moving 10km towards East(or any other direction) so we can say we are discussing about its displacement i.e. it has both magnitude and direction. A vector quantity is represented as an arrow on its top ex;- A

Vectors can be divided into two ways -

- (i) **Polar vector-** a vector which has a starting point or a point of application. E. X .- displacement, force etc.
- (ii) **(ii) Axial vector** Vectors which represent rotational effects and acts along the axis of rotation in accordance with right hand screw rule . E.X.- angular velocity , torque etc.
- (A) <u>UNIT VECTOR-</u> A unit vector of the given vector is the vector having unit magnitude in the same direction of the given vector . So we can say a unit vector is used to give the or represents the direction of the given vectors .

A vector
$$\vec{A} = |\vec{A}| \hat{A}$$
.

SO,
$$\widehat{A} = \overrightarrow{A} / |\overrightarrow{A}|$$

A unit vector of a vector is represent a cap on that vector, like \hat{A} .

In cartesian coordinates , $\hat{\imath}$, $\hat{\jmath}$,and \hat{k} are the unit vectors along X-AXIS, Y-AXIS and Z-AXIS respectively .

- (B) *EQUAL VECTORS* two vectors are said to be equal if they have same magnitude and direction as well .
- (C) <u>NEGATIVE VECTOR</u> the negative vector of a given vector is a vector of same magnitude but in opposite direction . suppose we have a vector \vec{A} the its negative vector can be written as $-\vec{A}$.
- (D) *CO-INITIAL VECTORS* The vectors are said to be co-initial if their initial point is common
- (D) CO-PLANER VECTORS- Those vectors acting in the same plane.
- (E) *LOCALISED VECTOR* Those vectors whose initial point is fixed, it is also known is the fixed vector

<u>Position vector and displacement vector</u> – suppose motion of an object is in X-Y plane with origin at O, let at any time the object is at point A. If we meet the point A from origin O as tail and point A as head then the \overrightarrow{OA} is called position vector. Similarly B is another point then \overrightarrow{OB} is another position vector. If we meet the points A and B then \overrightarrow{AB} is called displacement vector.

Hence, position vector is the straight line distance of the object from the origin, it tells the direction of the position of the object with respect to the origin.

And, displacement vector is that vector which tells how much and in which direction an object has changed his position in a given time.