

# CLASS – 11

## PHYSICS

### Chapter – 3

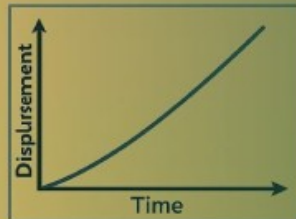
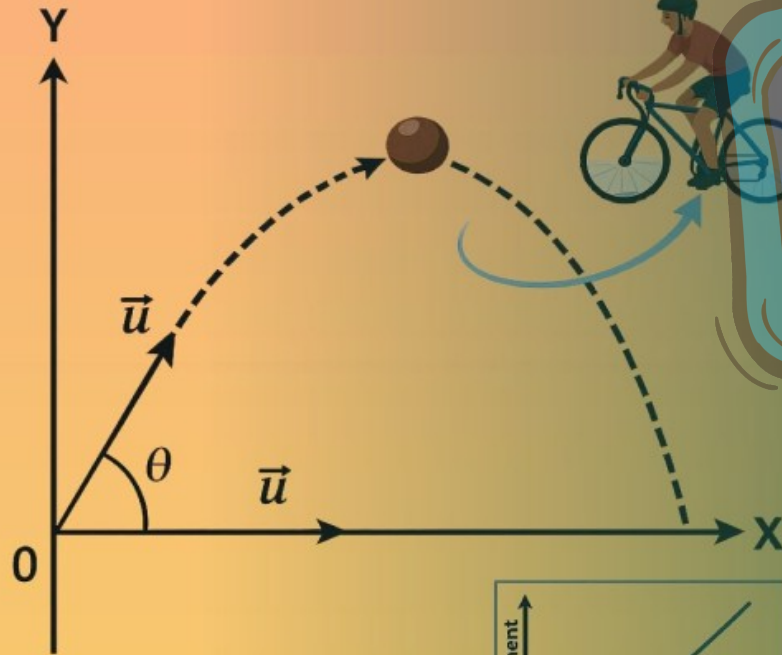
#### Motion in a Plane

#### Part – 1

#### Scalar and Vector Quantities

Alok Gaur

# OVERVIEW



1. Scalars and Vectors

2. Addition of Vectors

3. Resolution of Vectors

4. Projectile Motion

5. Uniform Circular Motion

## SCALAR QUANTITIES

The physical quantities which have only magnitude and no direction are called scalar quantities.

Example :

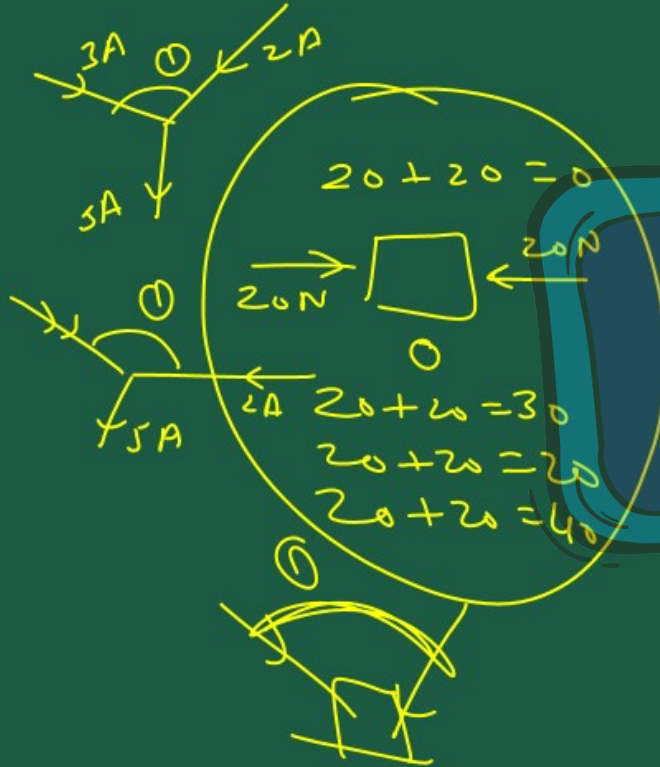
- Speed
- Work
- Electric flux etc.

# VECTOR QUANTITIES

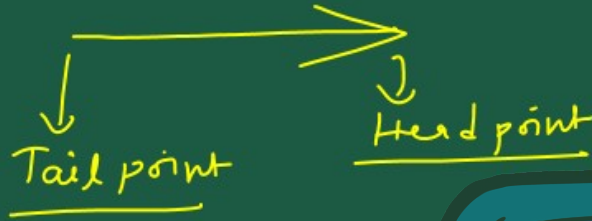
The physical quantities which have both magnitude and direction are called vector quantities. follows vector laws

Example :

- Acceleration
- Force etc.



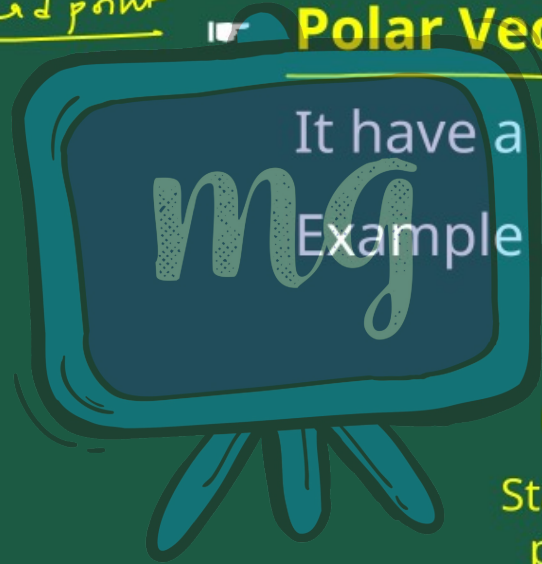
# TYPES OF VECTOR QUANTITIES



## Polar Vector

It have a starting point.

Example : Displacement, Force.

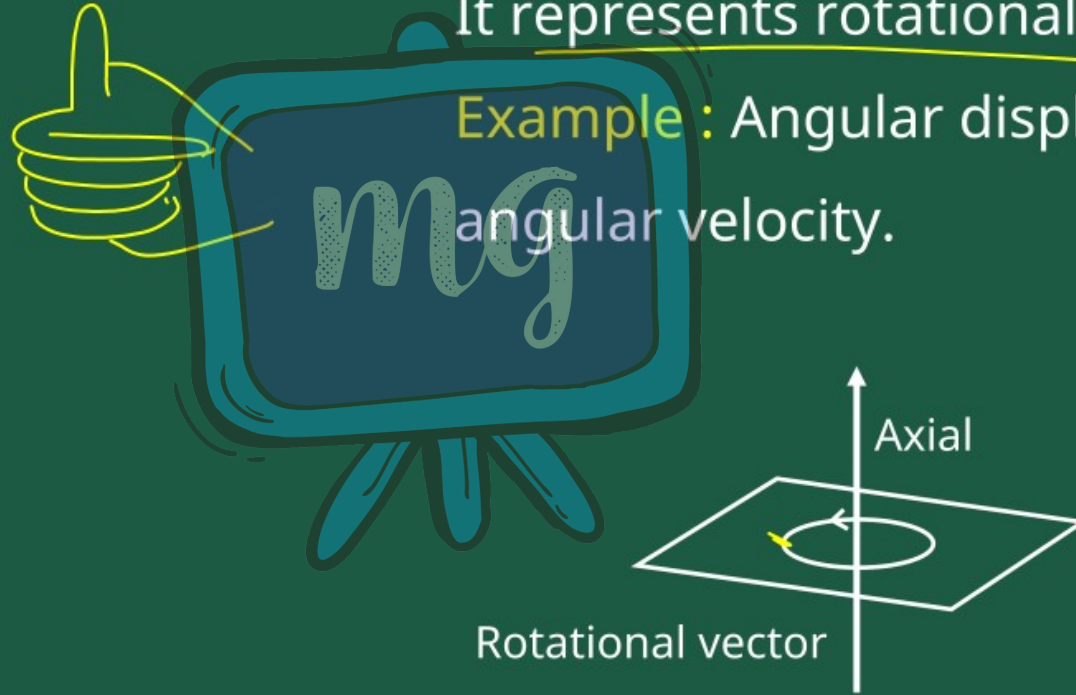




## ▮ Axial Vector

It represents rotational effects.

Example : Angular displacement,  
angular velocity.



- Tensor quantities : The physical quantities which have no specified direction and have different mass are called tensors.

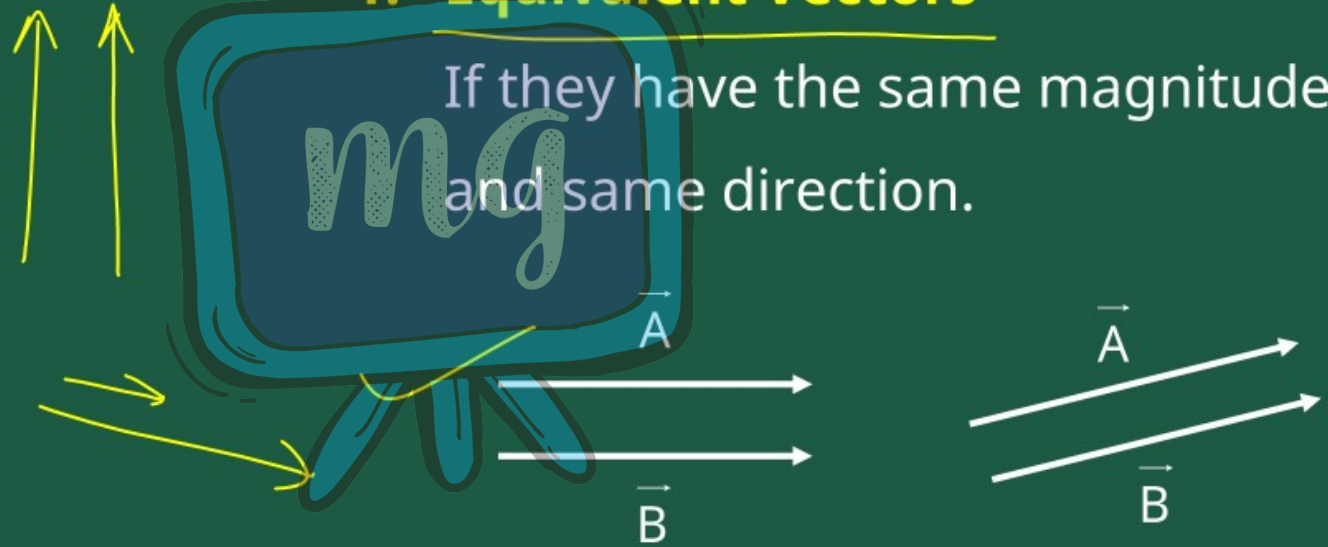
Example : Moment of Intertia.



# TYPES OF VECTOR

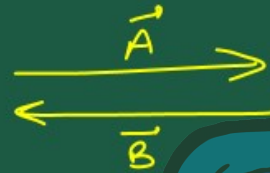
## 1. Equivalent Vectors

If they have the same magnitude and same direction.





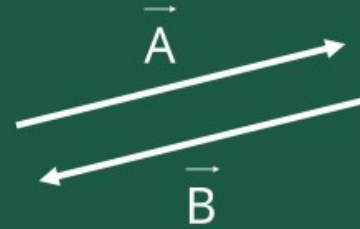
## 2. Negative Vectors



$$\vec{A} = -\vec{B}$$



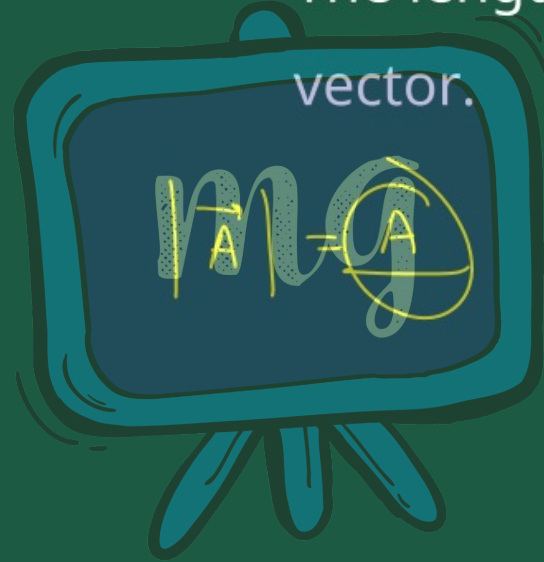
It is defined as another vector having the same magnitude but having an opposite direction.



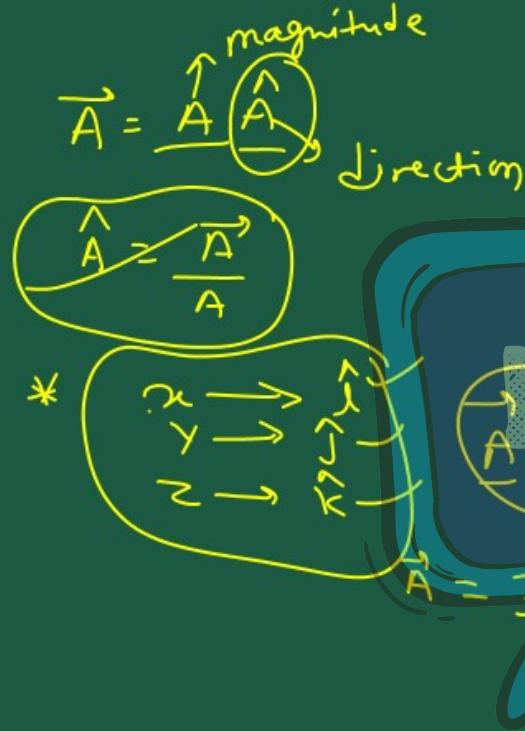
### 3. Modulus of a vector

$$\vec{A} = A \hat{A}$$

The length or the magnitude of that vector.



$$|\vec{A}| = A$$



## 4. Unit Vector

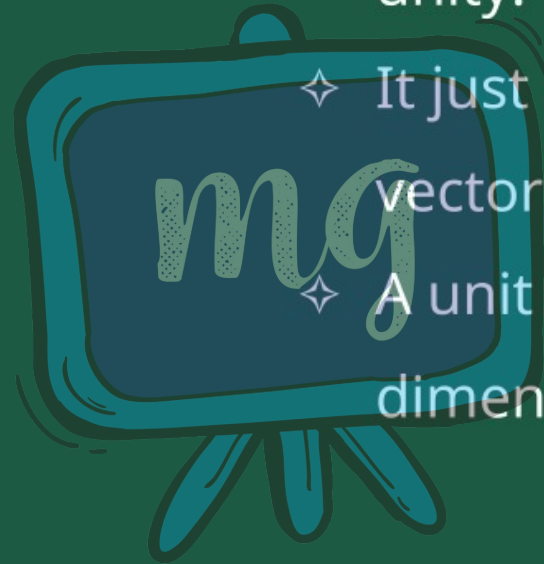
A unit vector is a vector of unit magnitude drawn in the direction of a given vector.

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

✧ The magnitude of a unit vector is unity.

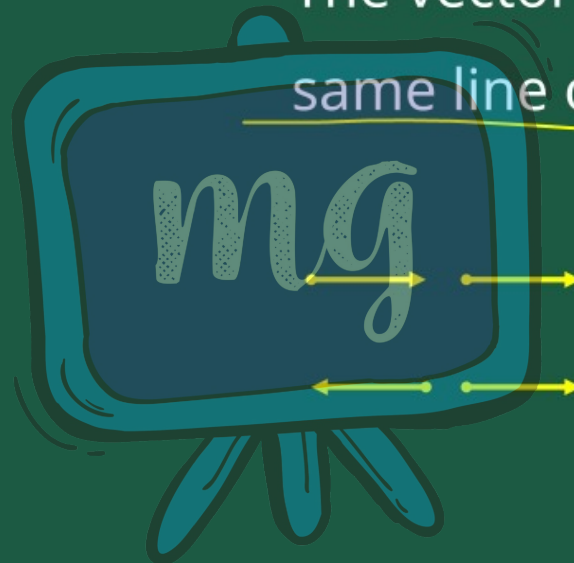
✧ It just gives the direction of a vector.

✧ A unit vector has no units or dimensions.



## 5. Collinear Vector

The vector which either act along the same line or along parallel lines.



Like or parallel

unlike or anti-parallel

## 6. Zero Vector

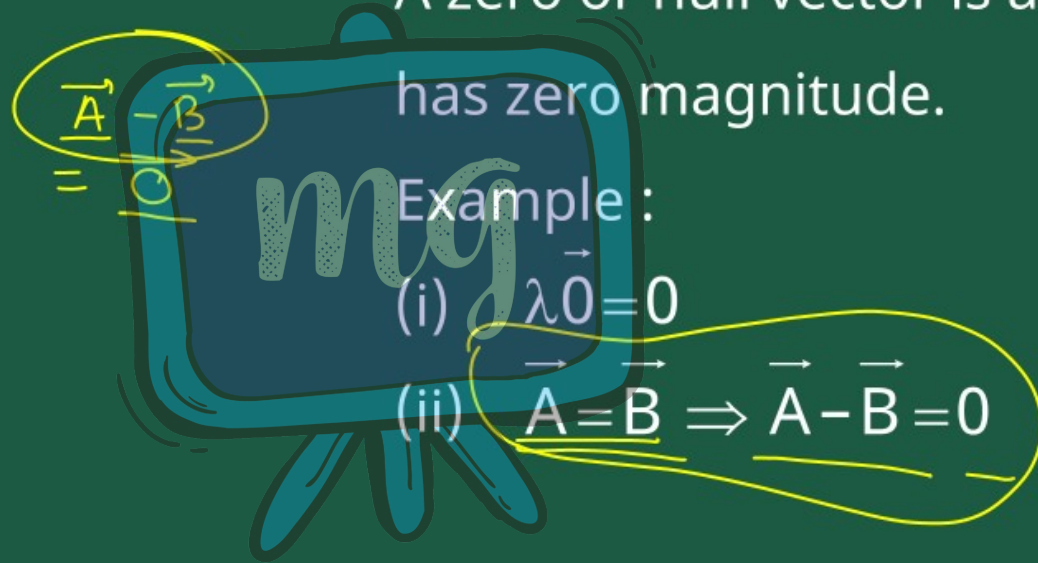
(null vector)

A zero or null vector is a vector that has zero magnitude.

Example :

(i)  $\lambda \vec{0} = \vec{0}$

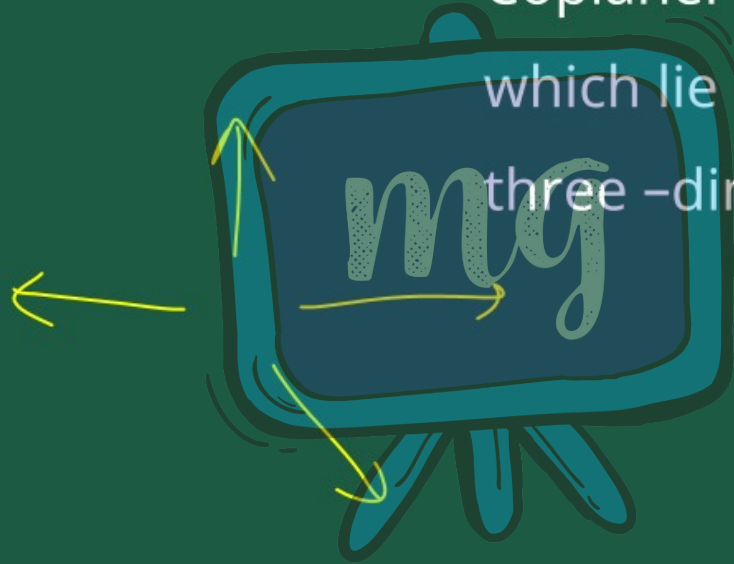
(ii)  $\vec{A} = \vec{B} \Rightarrow \vec{A} - \vec{B} = \vec{0}$





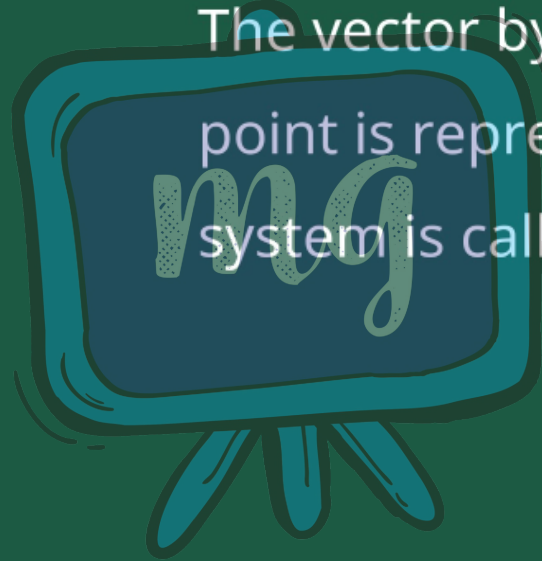
## 7. Coplaner Vector

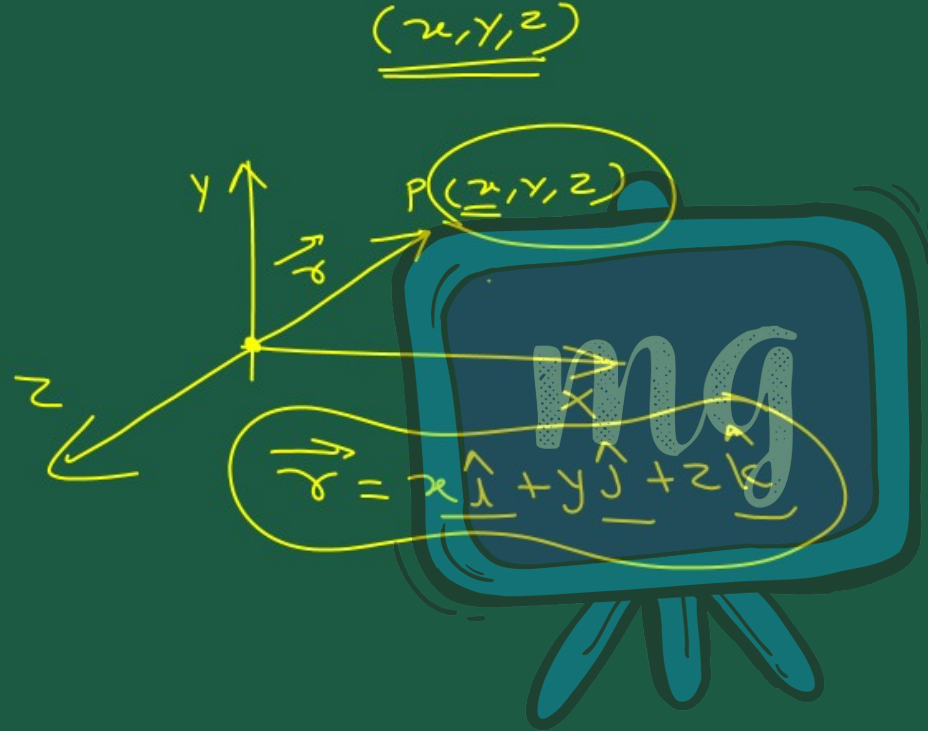
Coplaner vectors are the vectors which lie on the same plane in a three-dimensional space.

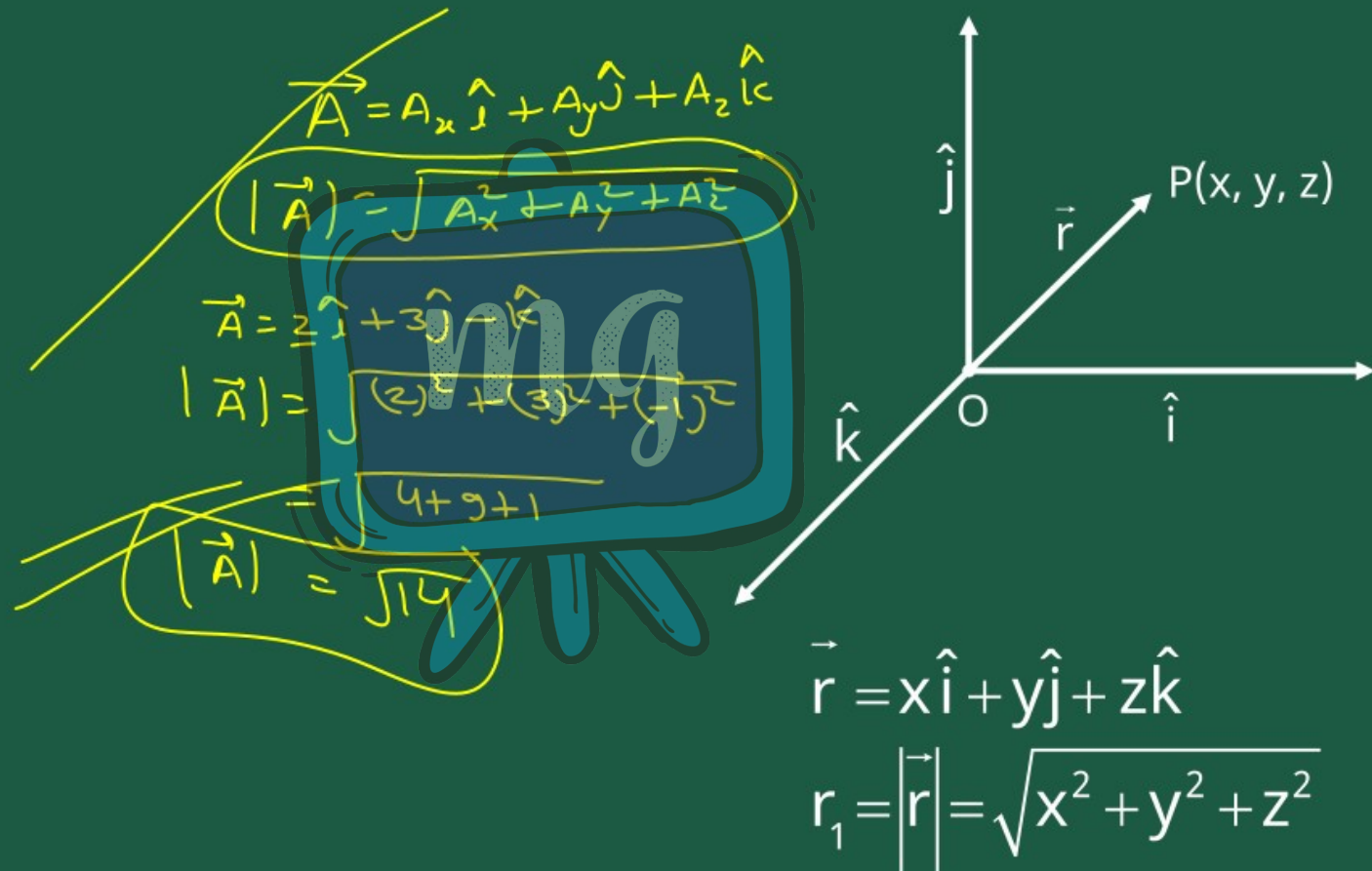


## POSITION VECTOR

The vector by which the position of a point is represented in the reference system is called the position vector.







Handwritten derivation of vector magnitude:

$$\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k}$$

$$|\vec{A}| = \sqrt{A_x^2 + A_y^2 + A_z^2}$$

$$\vec{A} = 2\hat{i} + 3\hat{j} - \hat{k}$$

$$|\vec{A}| = \sqrt{(2)^2 + (3)^2 + (-1)^2}$$

$$= \sqrt{4 + 9 + 1}$$

$$|\vec{A}| = \sqrt{14}$$

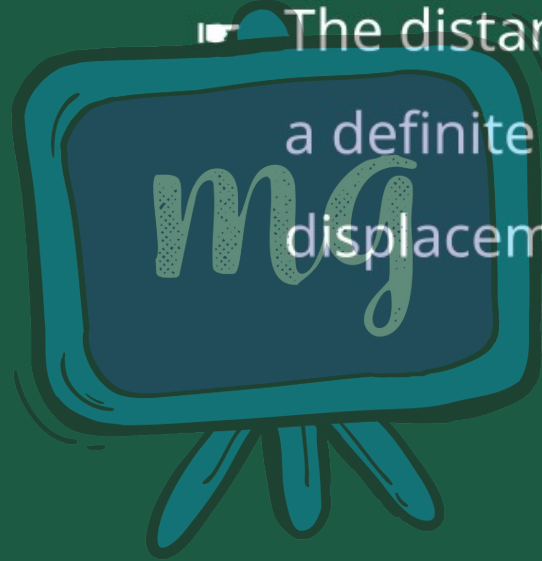
Diagram of a 3D coordinate system with axes  $\hat{i}$ ,  $\hat{j}$ , and  $\hat{k}$ . A vector  $\vec{r}$  originates from the origin  $O$  and points to a point  $P(x, y, z)$ .

$$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$$

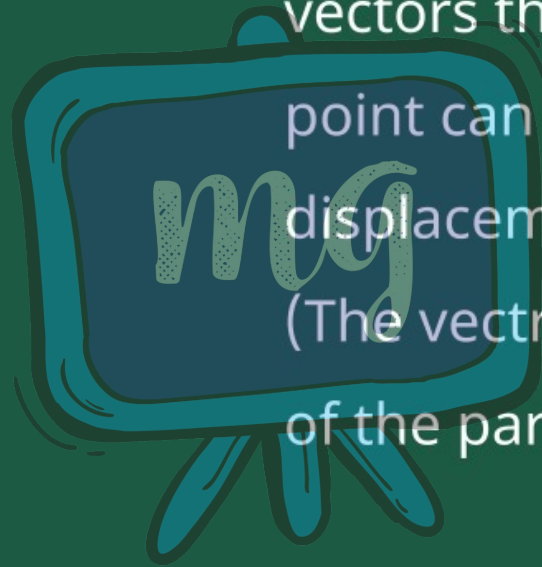
$$r_1 = |\vec{r}| = \sqrt{x^2 + y^2 + z^2}$$

# DISPLACEMENT VECTOR

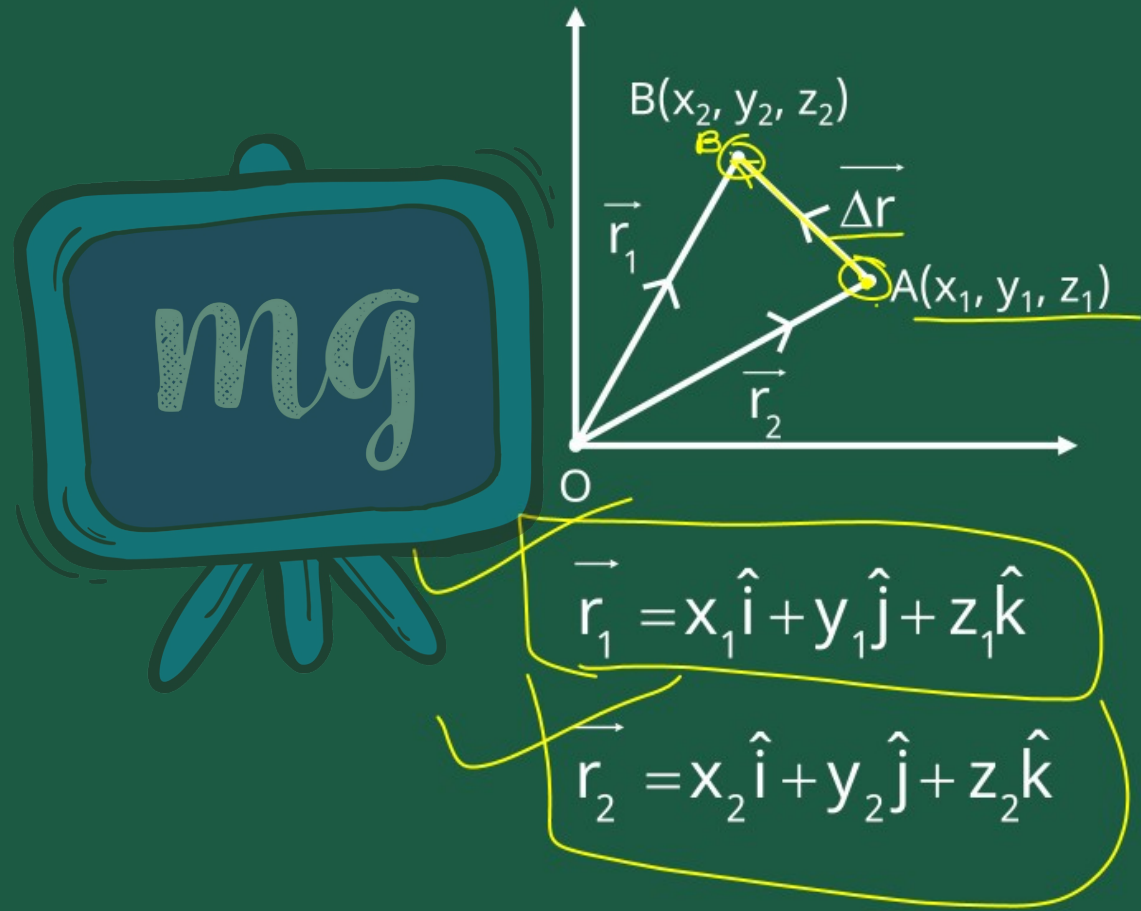
- ▣ The distance covered by an object in a definite direction is called the displacement of the object.



- ▮ The difference of two positions vectors that have the same origin point can be represented by displacement vector.  
(The vectro joining the initial position of the particle with the final position)







$$\vec{\Delta r} = \vec{r}_2 - \vec{r}_1$$

$$\vec{\Delta r} = (x_2 - x_1)\hat{i} + (y_2 - y_1)\hat{j} + (z_2 - z_1)\hat{k}$$

$$\Delta r = |\vec{\Delta r}| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

# MULTIPLICATION OF VECTORS BY REAL NUMBERS

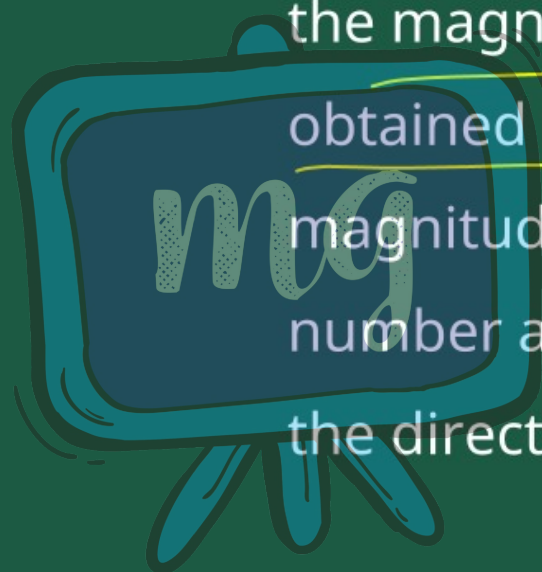
On multiplying a vector by a real number always a vector is obtained.

$$5 \vec{A}$$

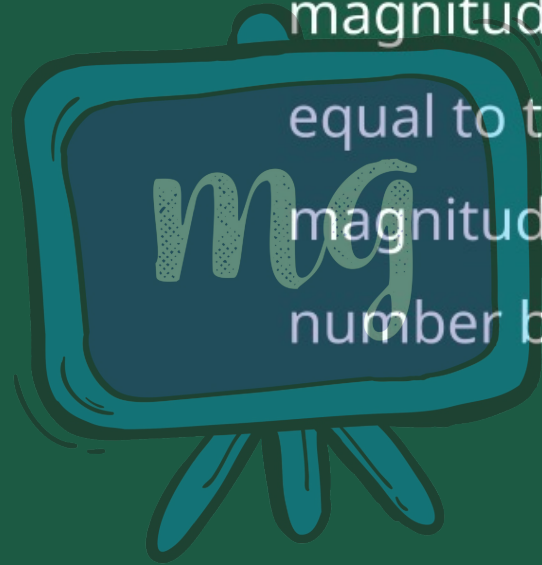
$$-2 \vec{A}$$



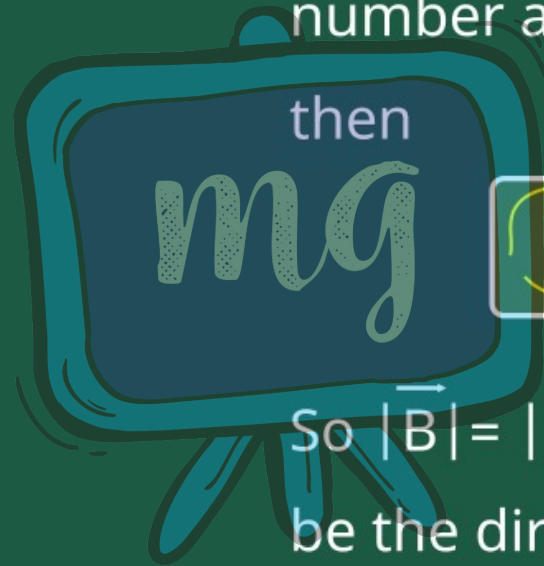
- ▮ If the real number is positive then the magnitude of the vector obtained is equal to the product of magnitude of the vector and the number and the direction is along the direction of the given vector.



- If the number is negative then the magnitude of the obtained vector is equal to the product of the magnitude of the vector and the number but the direction is opposite.



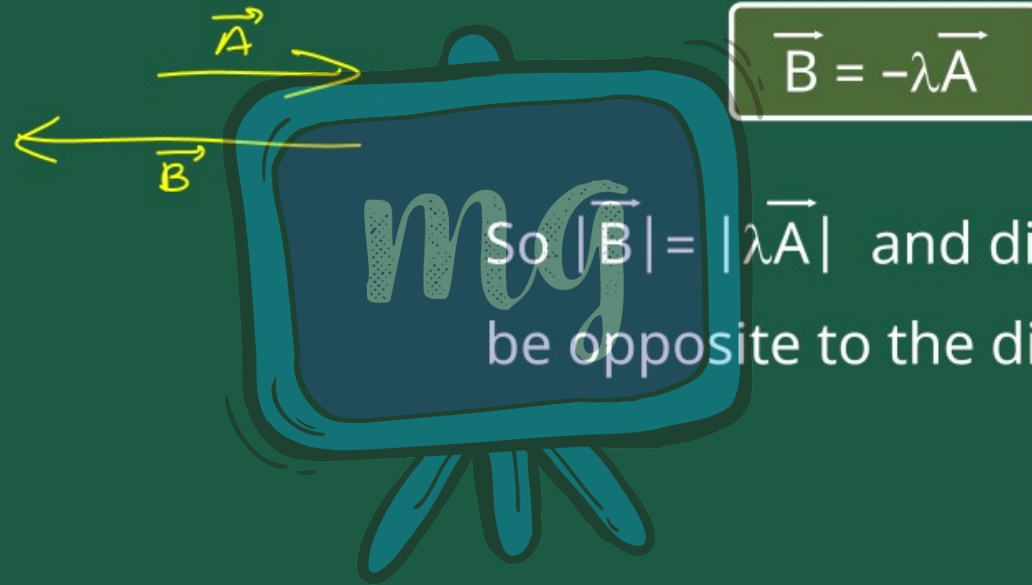
- If  $\lambda$  is a real number of positive number and  $\vec{A}$  is the given number



So  $|\vec{B}| = |\lambda \vec{A}|$  and direction of  $\vec{B}$  will be the direction of  $\vec{A}$ .



Where if



So  $|\vec{B}| = |\lambda \vec{A}|$  and direction of  $\vec{B}$  will  
be opposite to the direction of  $\vec{A}$ .

# LEARNING OUTCOMES



1

To study for scalar and vector quantities

2

To study types of vector

3

To study for multiplication of vectors by real numbers

1

Which of the following is a scalar quantity?

- ☐ A Displacement
- ☐ B Velocity
- ☒ C Electric Current
- ☐ D Force

2 Which of the following is a vector quantity?

- ☐ A Density ✗
- ☐ B Mass density ✗
- ☐ C Charge density ✗
- ☒ D Electric density

$\vec{J}$

3

Find the magnitude of vector  $\vec{A} = 12\hat{i} + 5\hat{j}$

- ☐ A 5
- ☐ B 12
- ☐ C 17
- ☒ D 13

$$\vec{A} = A_x \hat{i} + A_y \hat{j}$$

$$|\vec{A}| = \sqrt{A_x^2 + A_y^2}$$

$$\vec{A} = 12\hat{i} + 5\hat{j}$$

$$|\vec{A}| = \sqrt{(12)^2 + (5)^2}$$

$$= \sqrt{144 + 25}$$

$$= 13$$