

# READING ASSIGNMENT FOR SEPTEMBER 9

## SECTIONS 1.6, 3.2 THROUGH 3.5

### 1.6 - Vectors and Motion: A First Look

- You may find it useful to look over this section again. Especially the information in Figure 1.23.

### 3.2 - Coordinate Systems and vector Components

- Components,  $A_x$  and  $A_y$  - pieces of a vector parallel to the two axes. Very important!
- We use trigonometry to get the numerical values of each component. Page 76 contains all the trig. needed for this class
- Using components to do vector addition - essential.

### 3.3 - Motion on a Ramp

- Kind of a nice application of vector components but probably not worth taking the time to go over in class

### 3.4 - Relative Motion

- Very nice and practical application of vector addition
- The notation is fairly tedious but once learned is the best way to remember how to calculate the relative velocity