<u>Review</u>: Angelica rides her magical bike at a rate of 120 miles per hour. The angular speed of each wheel is 528 revoluons per minute. What is the radius of a wheel, in inches?

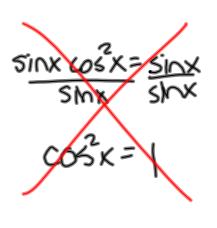
$$V = \frac{120 \text{ mi}}{\text{N}}; \quad W = \frac{528 \text{ rev}}{\text{min}}; \quad r = ? \text{ in}$$

$$V = \frac{1}{120} \text{ min}; \quad V = \frac{1}{120} \text{ min};$$

Homework questions?

Che Test

23.
$$4\cos^2 x = 3$$
 $\cos^2 x = \frac{3}{4}$
 $\cos x = \pm \sqrt{3}$
 $x = \frac{\pi}{6}$
 $x = \frac{5\pi}{6}$
 $x = \frac{7\pi}{6}$



It
$$\frac{1}{1 + \sin \alpha} = \frac{\tan \alpha}{\sec \alpha}$$

It $\frac{1}{1 + \cot^2 x = \csc^2 x}$

LHS = $\frac{1}{1 + \sin \alpha}$
 $\frac{1 - \csc \alpha}{1 - \csc \alpha} = \frac{1 - \csc \alpha + \sin \alpha - \sin \alpha \cos \alpha}{1 - \csc^2 \alpha}$

= $\frac{1}{\sin \alpha} + \sin \alpha$

= $\frac{1}{\cos \alpha} + \sin \alpha$

= $\frac{1}{\sin \alpha} + \sin \alpha$

= $\frac{1}{\cos \alpha} + \sin \alpha$

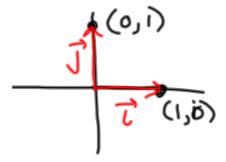
= $\frac{$

7.6, cont. - Unit Vectors

A <u>unit vector</u> is a vector whose magnitude is 1.

Special Unit Vectors:

$$\vec{i} = <1,0> \& \vec{j} = <0,1>$$



In 3 dimensions we would have

$$\vec{i} = <1,0,0>$$
 , $\vec{j} = <0,1,0>$ & $\vec{k} = <0,0,1>$

Any vector given in component form can also be written in terms of \vec{i} and \vec{j} .

$$\vec{V} = \langle a_3 b \rangle$$

= $\langle a_4 o \rangle + \langle o_5 b \rangle$
= $a < 1,0 \rangle + b < 0,1 \rangle$
 $\vec{V} = a \vec{t} + b \vec{f}$

Vector operations for vectors given in terms of \vec{i} and \vec{j} are in some ways simpler than for vectors given in component form, as \vec{i} and \vec{j} can be treated like variables.

$$\frac{7.6}{46.848.} \quad \vec{u} = 2\vec{i} + \vec{j} \; ; \; \vec{v} = -3\vec{i} - 10\vec{j} \; ; \; \vec{w} = \vec{i} - 5\vec{j}$$

$$46. \vec{v} + 3\vec{w} = -3\vec{i} - 10\vec{j} + 3\vec{i} - 5\vec{j}$$

$$= -3\vec{i} - 10\vec{j} + 3\vec{i} - 10\vec{j}$$

$$= -25\vec{j} = \langle 0, -25 \rangle$$

$$48. (\vec{u} - \vec{v}) + \vec{w} = 2\vec{i} + \vec{j} - (-3\vec{i} - 10\vec{j}) + \vec{i} - 5\vec{j}$$

$$= (-3\vec{i} + 1) + 3\vec{i} + (-5\vec{j}) + (-5\vec{j})$$

$$= (-3\vec{i} + 1) + 3\vec{i} + (-5\vec{j}) + (-5\vec{j})$$

$$= (-3\vec{i} + 1) + 3\vec{i} + (-5\vec{j}) + (-5\vec{j})$$

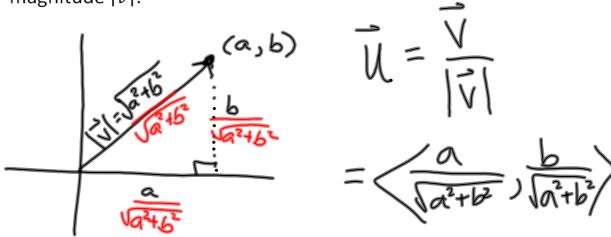
Note that the <u>magnitude</u> of a vector given in the form $\vec{v} = a\vec{i} + b\vec{j}$ is still found by the formula $|\vec{v}| = \sqrt{a^2 + b^2}$

$$\vec{v} = 3\vec{i} - 2\vec{j}$$

$$|\vec{v}| = \sqrt{3^2 + (-2)^2} = \sqrt{9 + 4} = \sqrt{3}$$

$$= \sqrt{(3\vec{i})^2 + (-2\vec{j})^2}$$

Given a vector $\vec{v} = \langle a, b \rangle$, we can find a <u>unit vector \vec{u} in the</u> <u>direction of \vec{v} </u> by dividing each component (a & b) by the magnitude $|\vec{v}|$.



Given $\vec{v} = <-3.4>$, find a unit vector \vec{u} in the direction of \vec{v} .

$$|\vec{V}| = \sqrt{a^2 + b^2} = \sqrt{(-3)^2 + 4^2} = 5$$

$$\vec{U} = \frac{\vec{V}}{|\vec{V}|} = \sqrt{\frac{-3}{5}} \cdot \frac{4}{5}$$

$$\vec{U} = \sqrt{\frac{-3}{5}} \cdot \frac{4}{5} = \sqrt{\frac{9}{25}} \cdot \frac{16}{25} = \sqrt{\frac{25}{25}} = \sqrt{\frac{1}{25}} = \sqrt$$

Applications from section 7.5

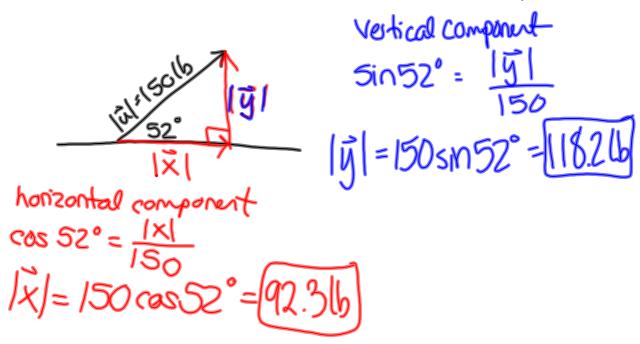
18. Find $|\vec{u} + \vec{v}|$ and the angle that $\vec{u} + \vec{v}$ makes with \vec{u} , given $|\vec{u}| = 54$, $|\vec{v}| = 43$, & the angle θ between \vec{u} & \vec{v} is 150° .

$$|u+v| = |43+54^{2}-2(43)(4)\cos 30^{\circ}$$

$$|30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30| = |30|$$

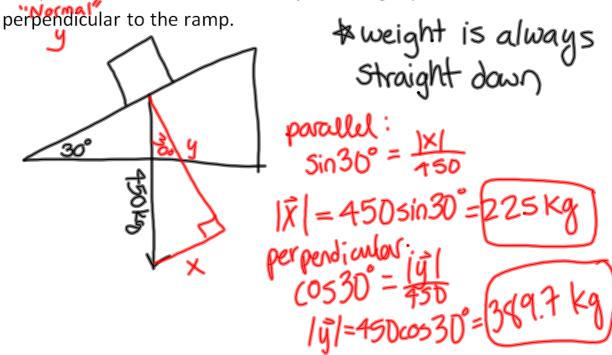
Resolving a vector into horizontal and vertical components

32. $|\vec{u}| = 150$ lb, inclined upward to the right at 52° from the horizontal. Resolve \vec{u} into horizontal and vertical components.



The object on a ramp problem

40. If a 450kg object is at rest on a ramp with a 30° incline, find the components of the force of the object's weight parallel and



Homework:

Already assigned: 7.5 #27,29; 7.6 #9-26 all

7.5# 19,21,33,39

7.6# 33-41odd, 45, 47, 57, 61

Due Friday